

FIG. 1

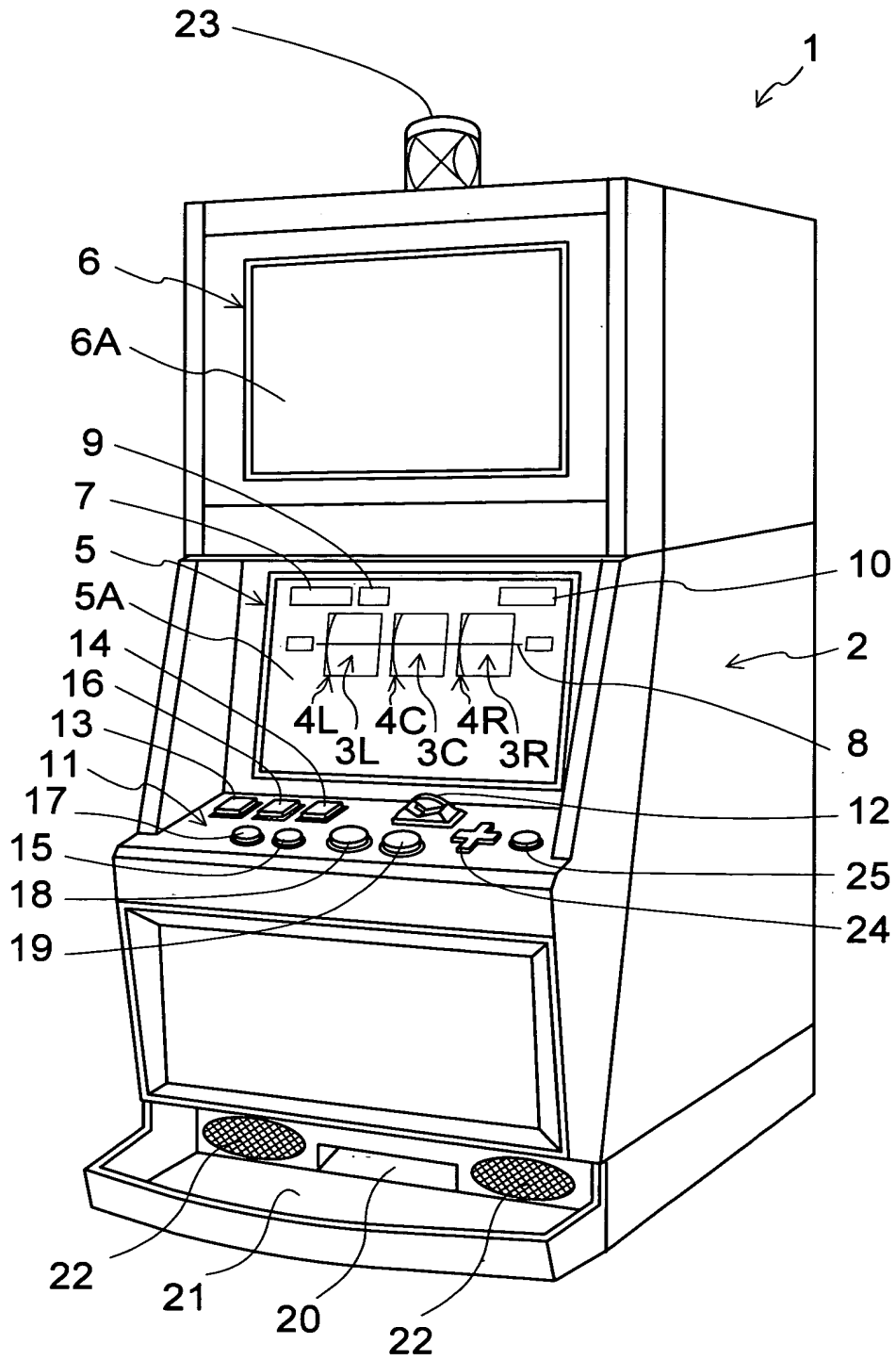


FIG. 2

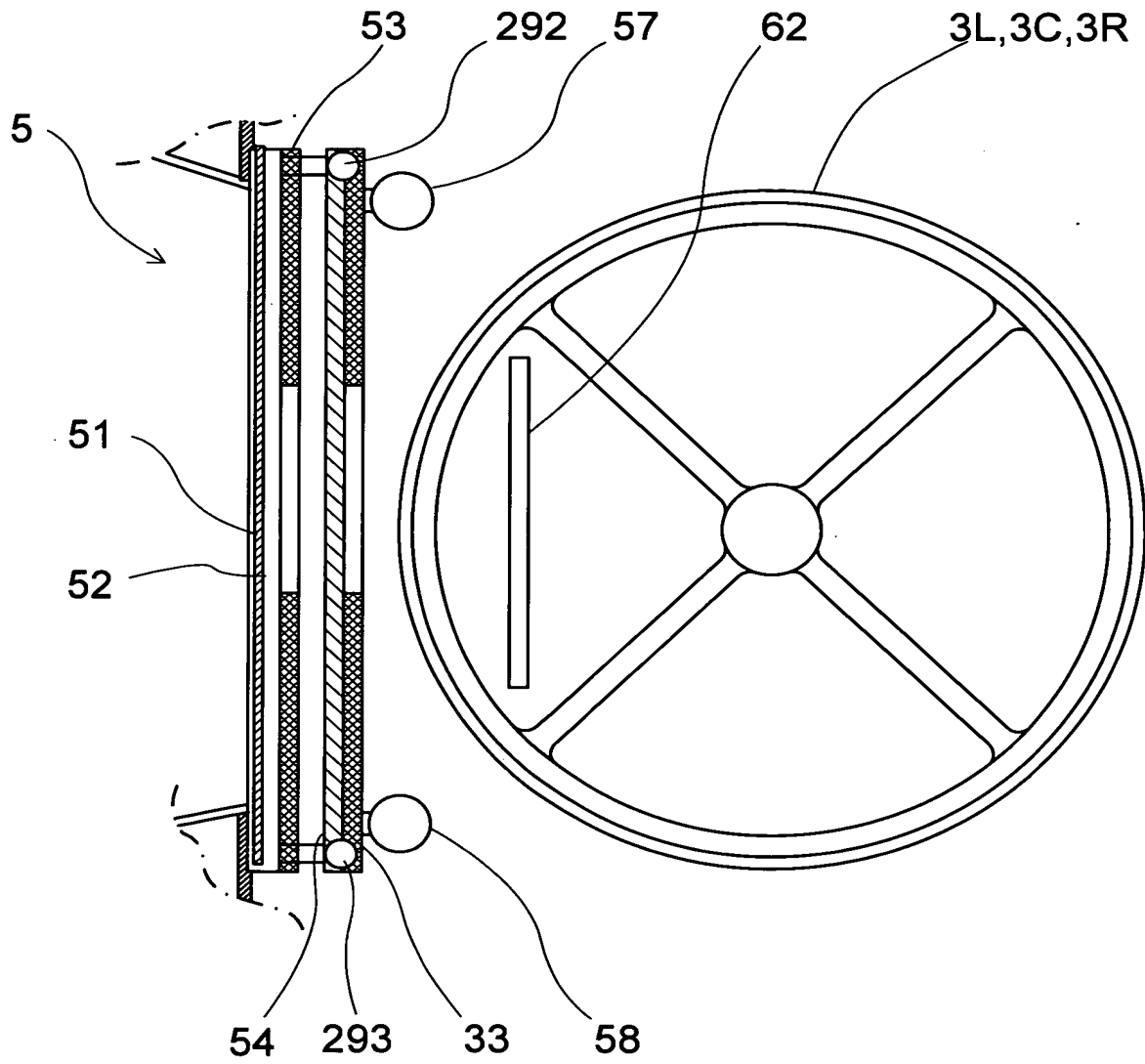


FIG. 3

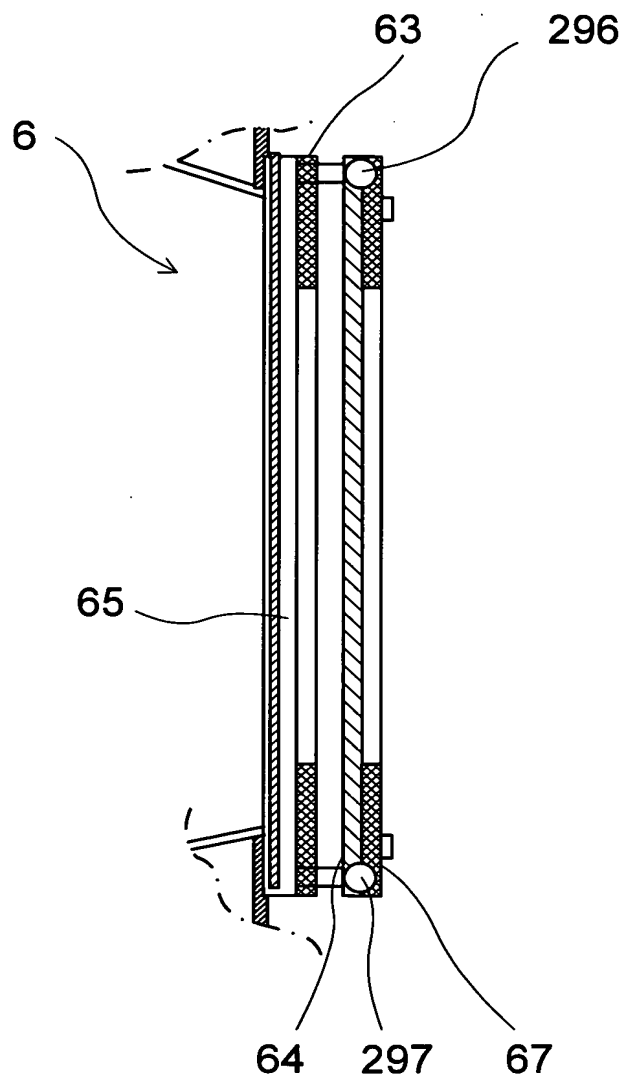


FIG. 4

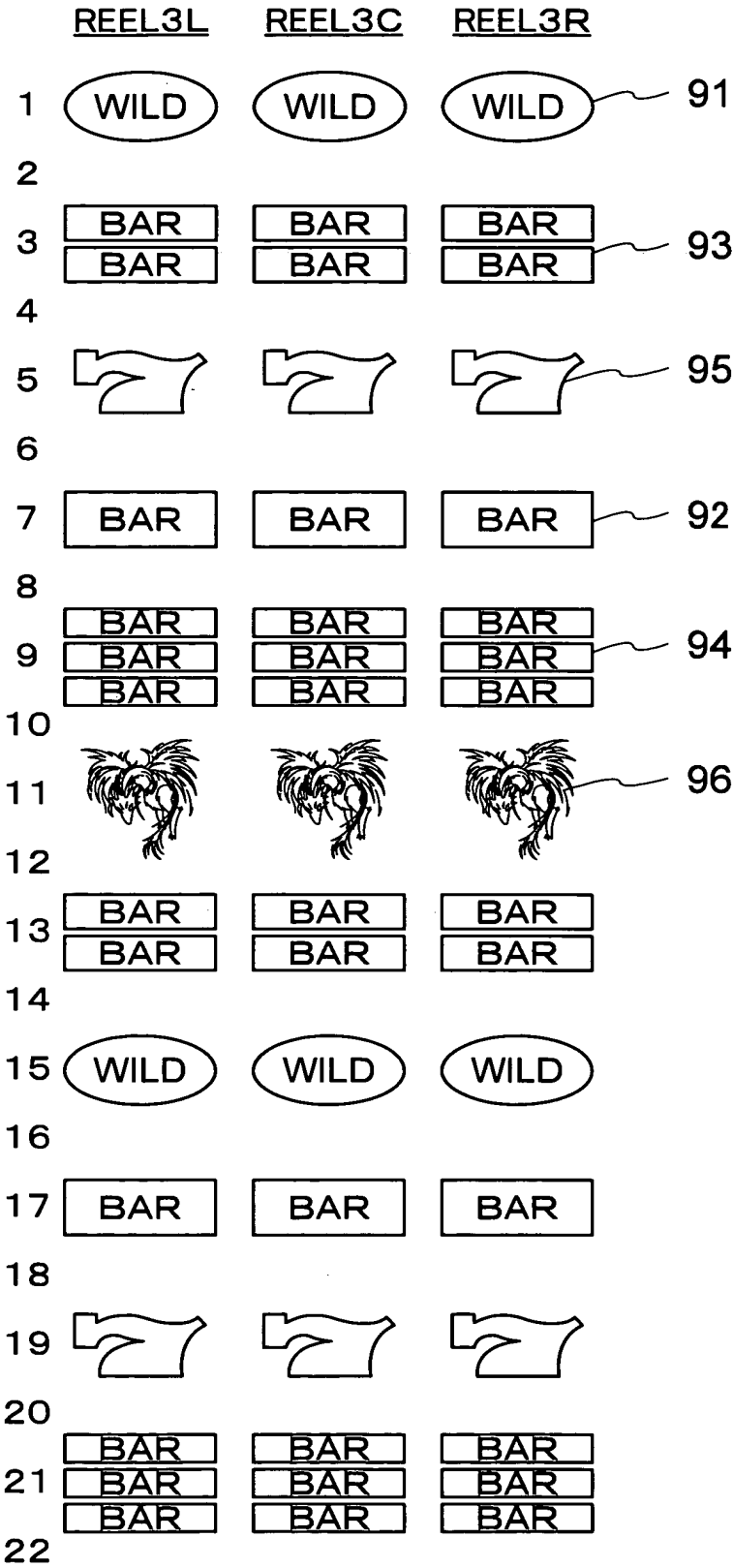


FIG. 5

PAYOUT TABLE

COMBINATION OF SYMBOLS	BET ONE COIN	BET TWO COIN	BET THREE COIN
WILD - WILD - WILD	200	400	1,000
DRAGON - DRAGON - DRAGON	100	200	400
RED7 - RED7 - RED7	50	100	200
3BAR - 3BAR - 3BAR	40	80	120
2BAR - 2BAR - 2BAR	20	40	60
1BAR - 1BAR - 1BAR	10	20	30
ANYBAR - ANYBAR - ANYBAR	5	10	15

FIG. 6

(RANGE OF RANDOM
NUMBERS: 256)

SYMBOL	RANGE OF RANDOM NUMBERS
DRAGON	0~10
WILD	11~30
RED7	31~70
3BAR	71~115
2BAR	116~170
1BAR	171~240
BLANK	241~255

(RANGE OF RANDOM
NUMBERS: 256)

SYMBOL	RANGE OF RANDOM NUMBERS
DRAGON	0~10
WILD	11~30
RED7	31~70
3BAR	71~115
2BAR	116~170
1BAR	171~240
BLANK	241~255

(RANGE OF RANDOM
NUMBERS: 256)

SYMBOL	RANGE OF RANDOM NUMBERS
DRAGON	0~10
WILD	11~30
RED7	31~70
3BAR	71~115
2BAR	116~170
1BAR	171~240
BLANK	241~255

※THE ABOVE TABLE DESCRIBES A CASE IN
WHICH FOUR COINS HAVE BEEN BET

FIG. 7

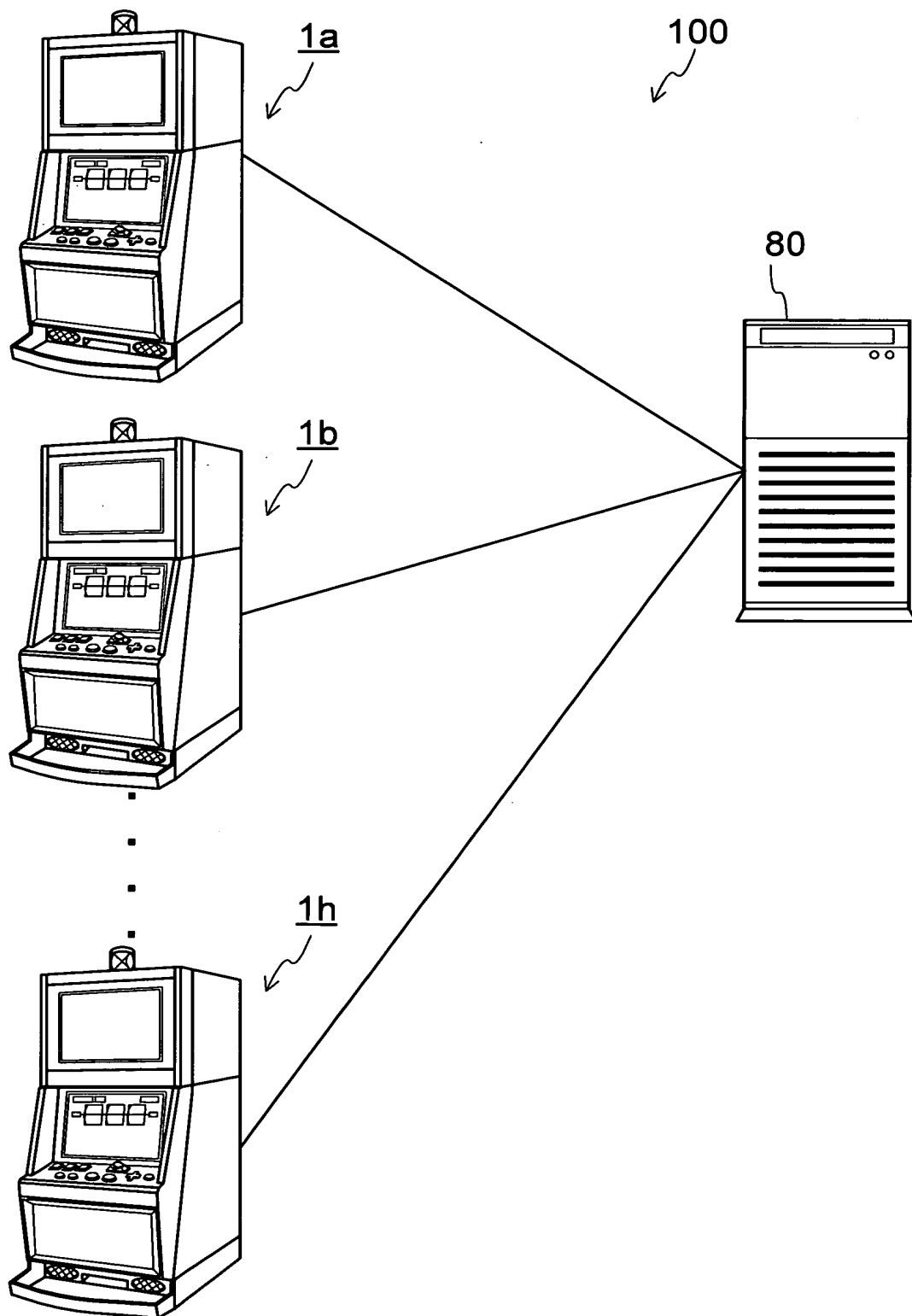


FIG. 8

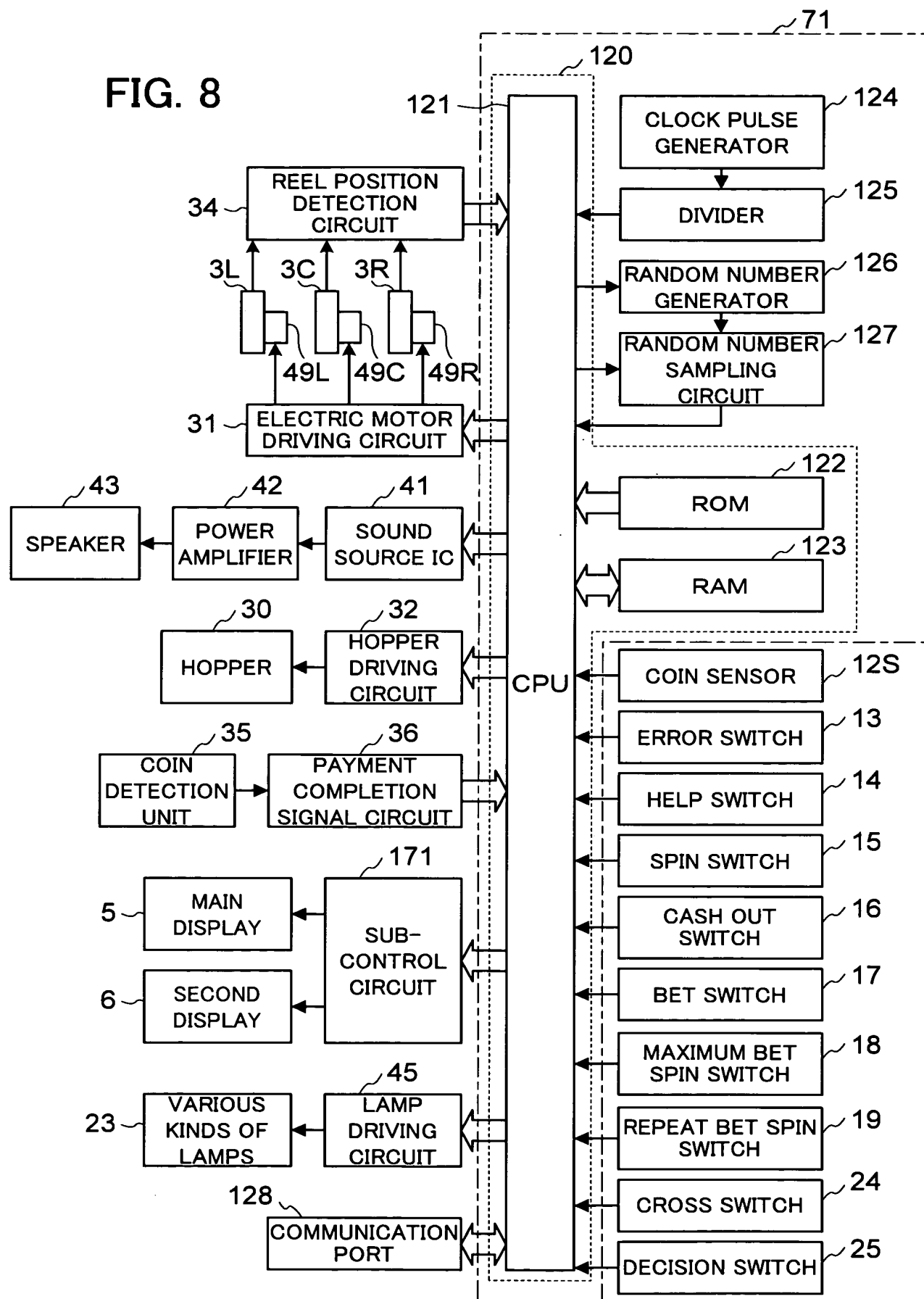


FIG. 9

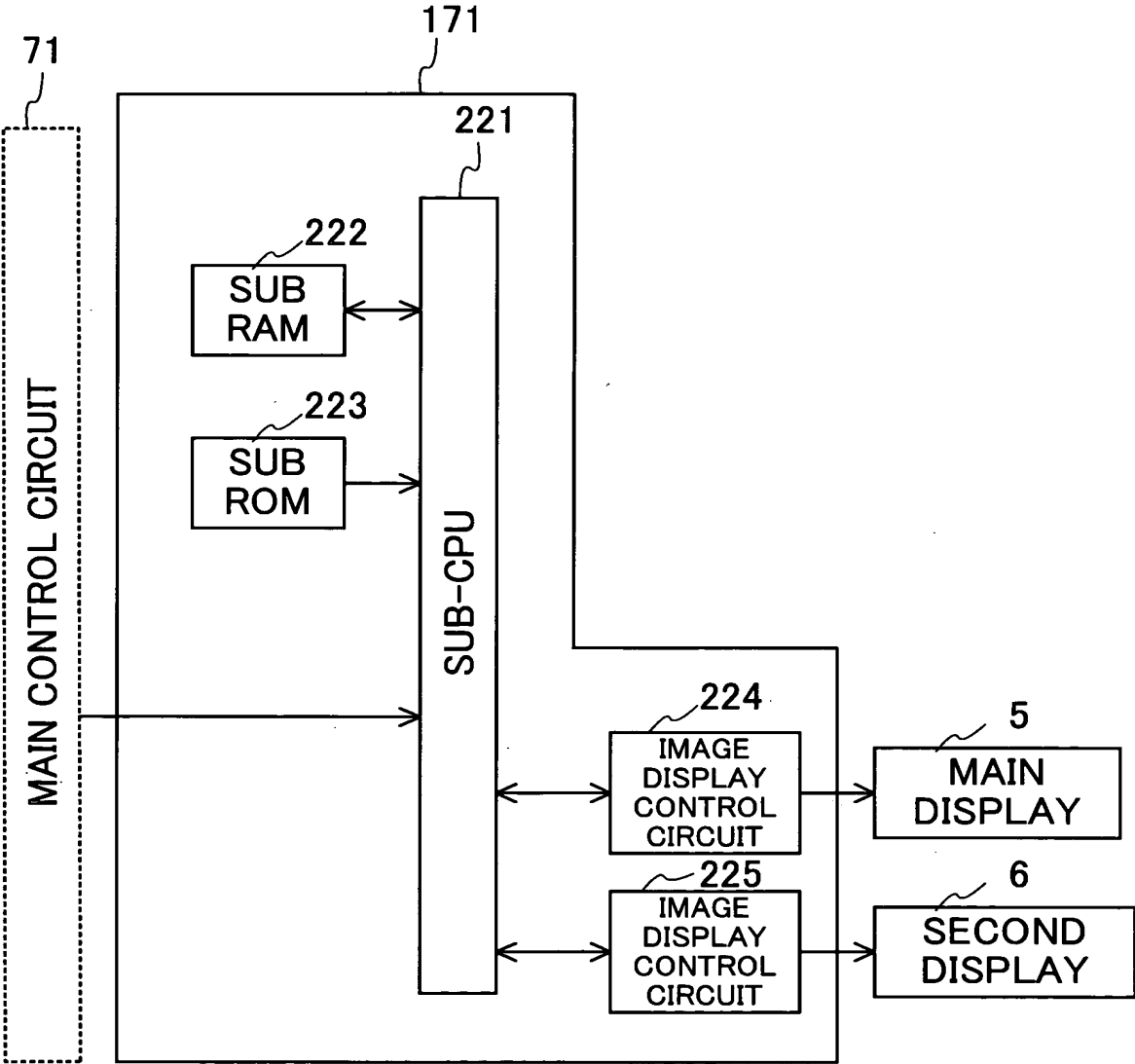


FIG. 10

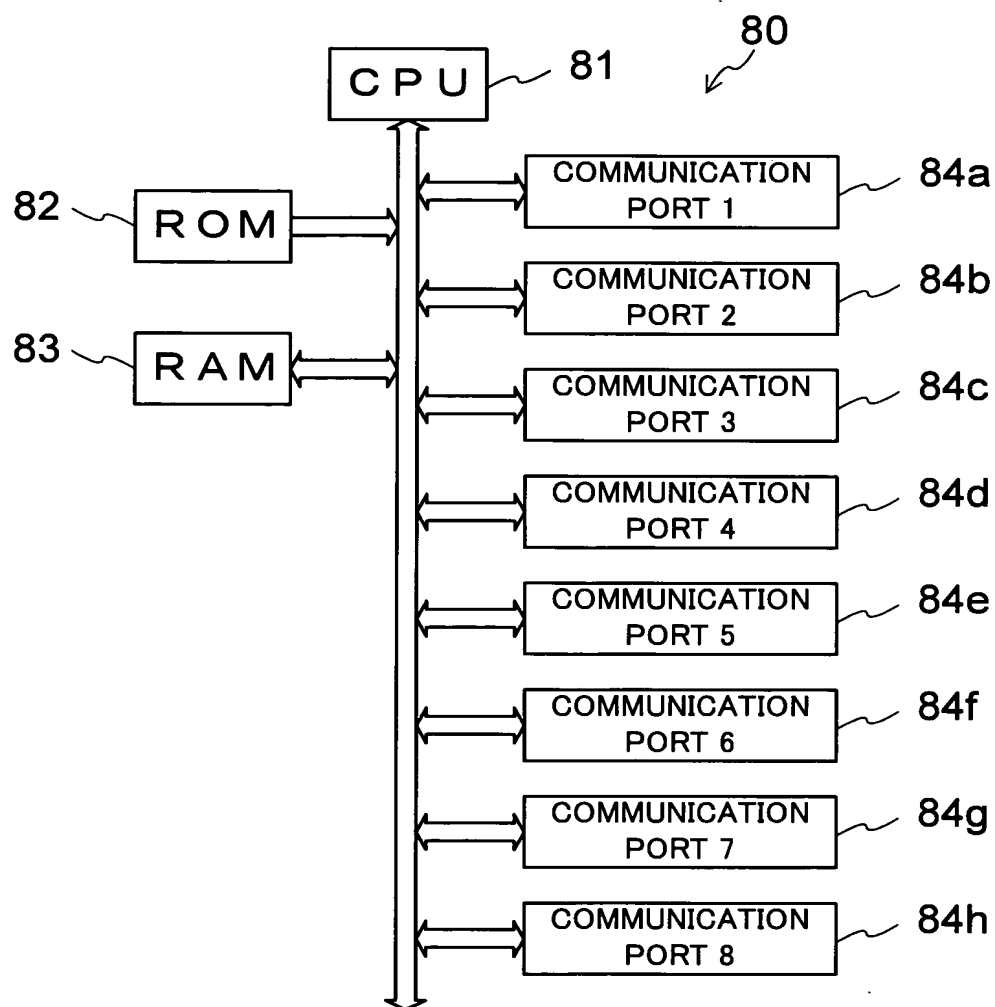


FIG. 11A**STANDARD COIN PAYMENT TABLE**

ROLE	REFERENCE COIN AMOUNT
LEADER	5,000 COINS
PARTNER	1,000 COINS

FIG. 11B**BETTING CLASSIFICATION TABLE**

RESULT	BETTING RATE CLASSIFICATION (1)	BETTING RATE CLASSIFICATION (2)
VICTORY	1.0	1.0
ESCAPE	0.2	
DEFEAT	0.0	0.0

FIG. 11C**TREASURE-BOX COIN AMOUNT TABLE**

TYPE	COIN AMOUNT INCLUDED IN TREASURE BOX
LARGE	1,500 COINS
MEDIUM	1,000 COINS
SMALL	500 COINS

FIG. 12A

ROLE : LEADER

SIZE OF TREASURE BOX : MEDIUM

NUMBER OF GAMING MACHINES WHERE
BONUS GAME IS BEING EXECUTED : THREE

RESULT	PAYMENT AMOUNT OF COINS
VICTORY	5333 COINS
ESCAPE	1,333 COINS
DEFEAT	0 COINS

FIG. 12B

ROLE : PARTNER

SIZE OF TREASURE BOX : MEDIUM

NUMBER OF GAMING MACHINES WHERE
BONUS GAME IS BEING EXECUTED : THREE

RESULT	PAYMENT AMOUNT OF COINS
VICTORY	1,333 COINS
ESCAPE	533 COINS
DEFEAT	0 COINS

FIG. 13

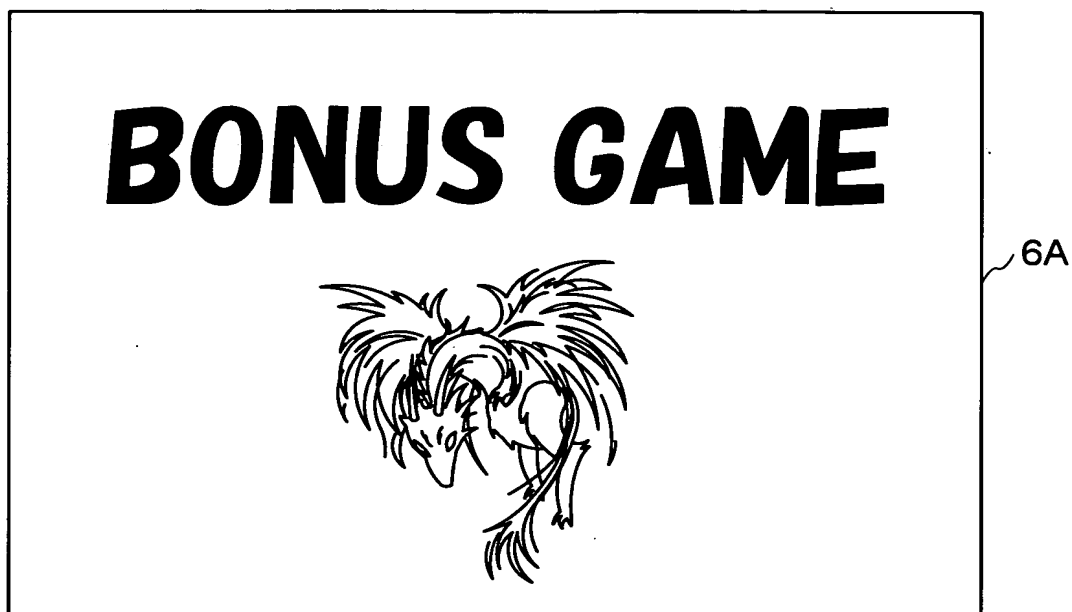


FIG. 14

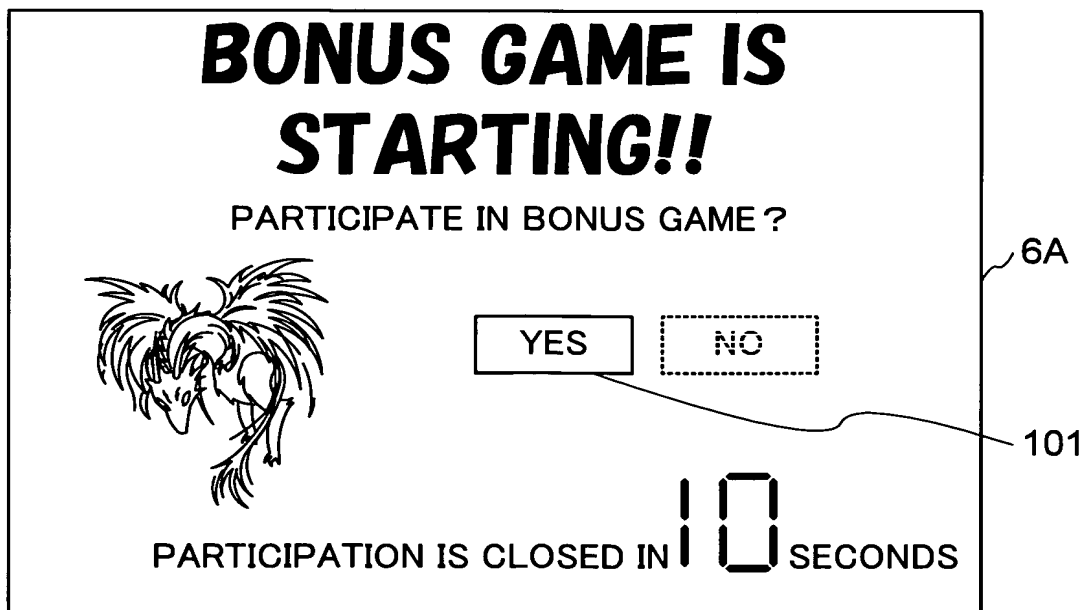


FIG. 15

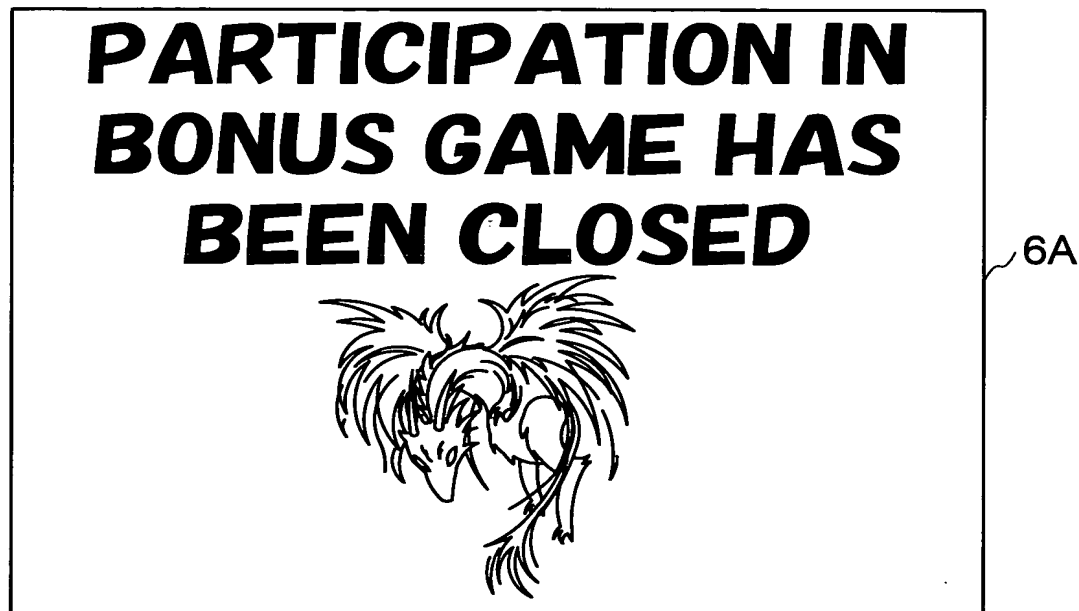


FIG. 16

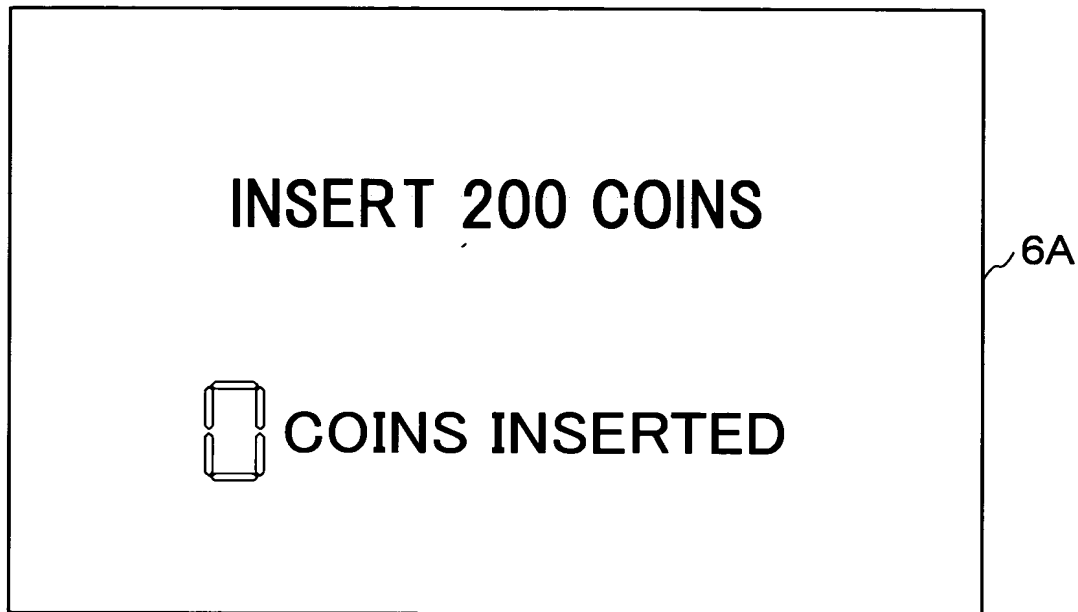


FIG. 17

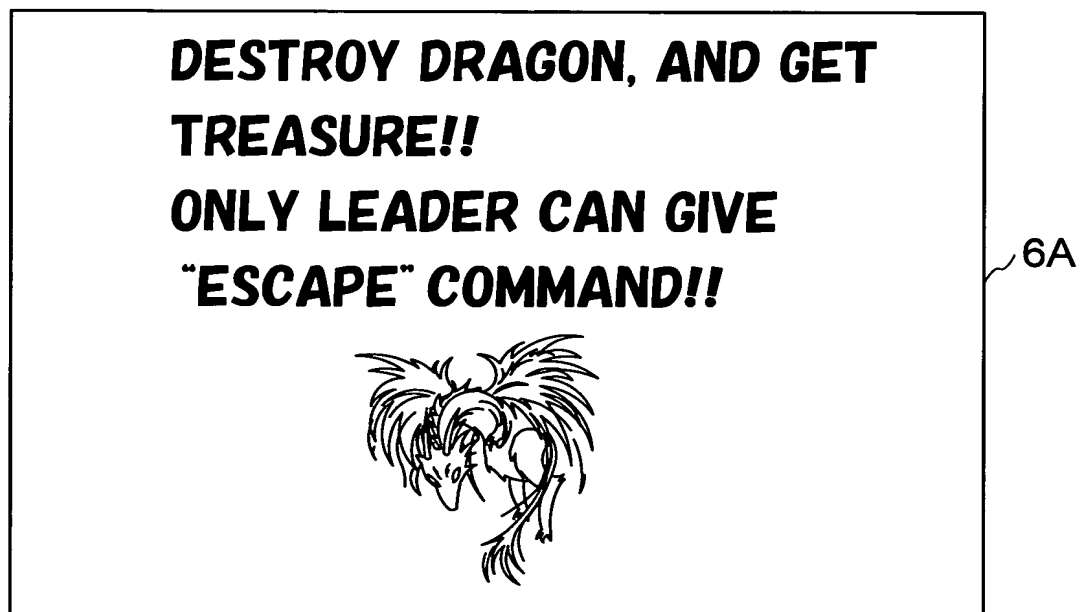


FIG. 18A

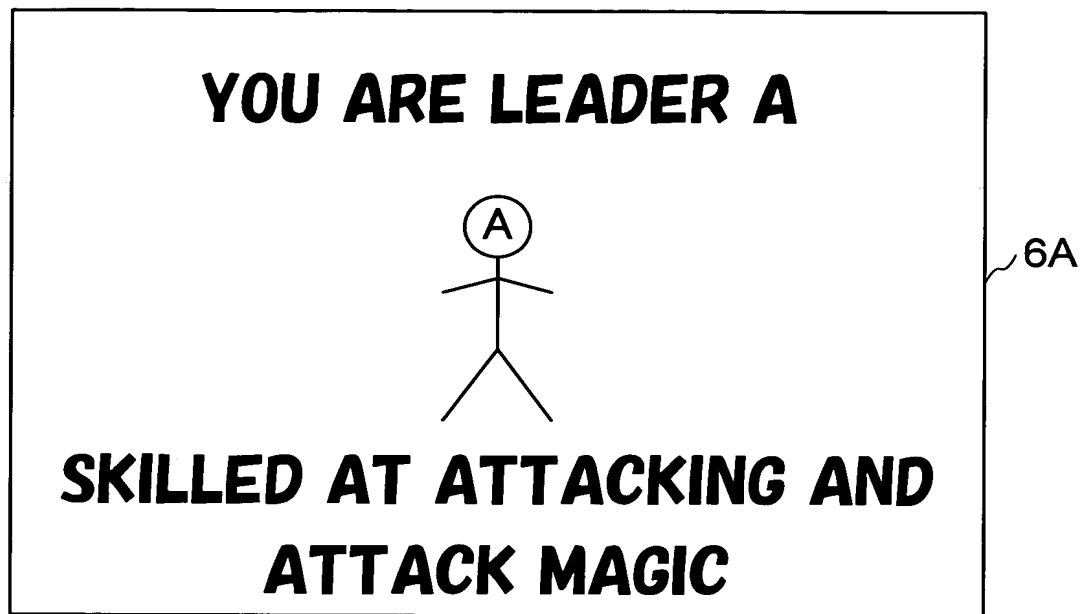


FIG. 18B

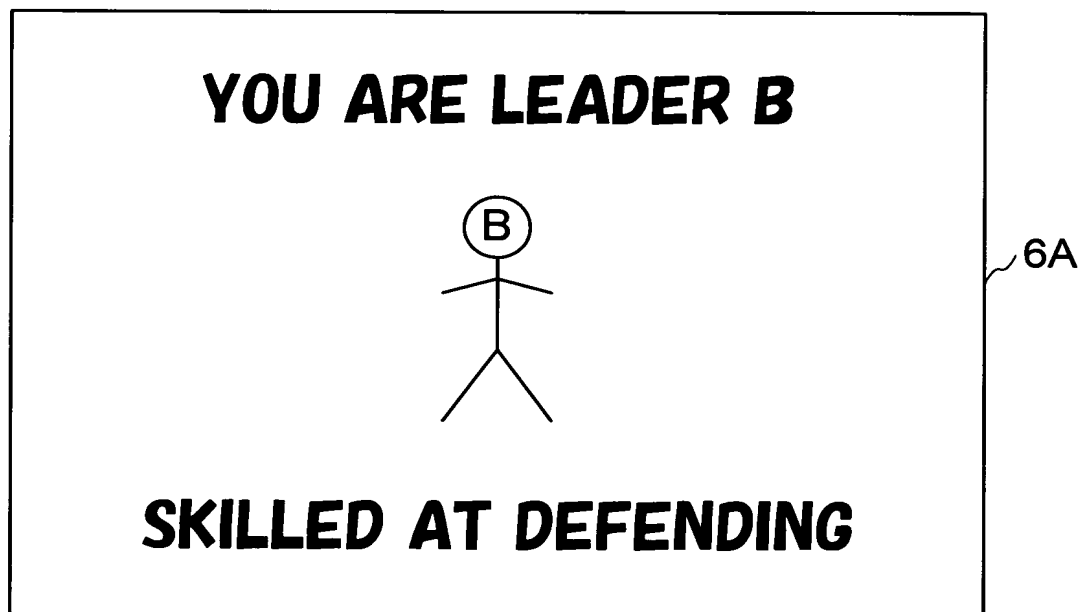


FIG. 19

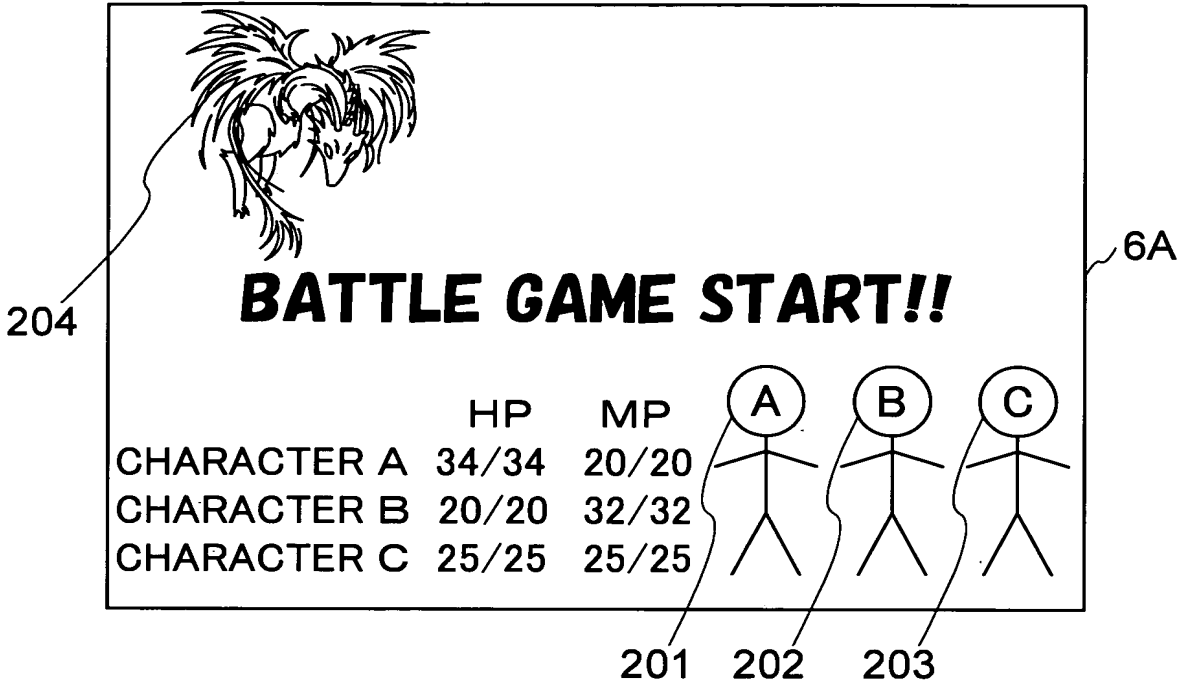


FIG. 20

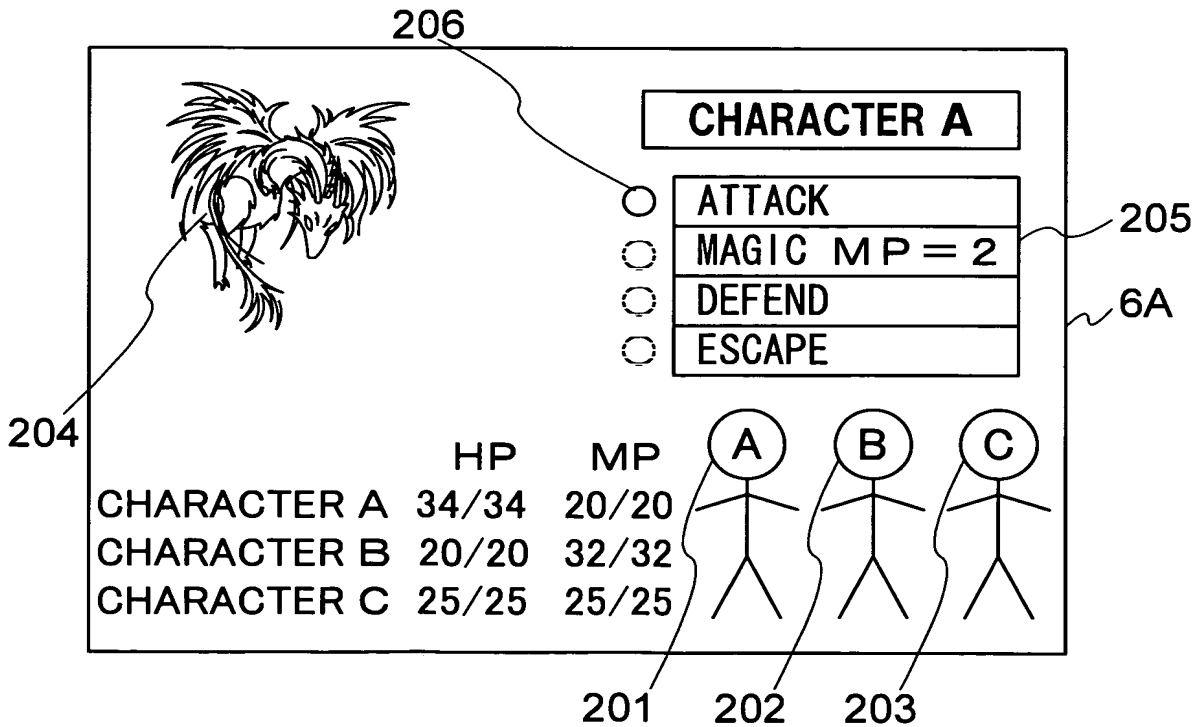


FIG. 21A

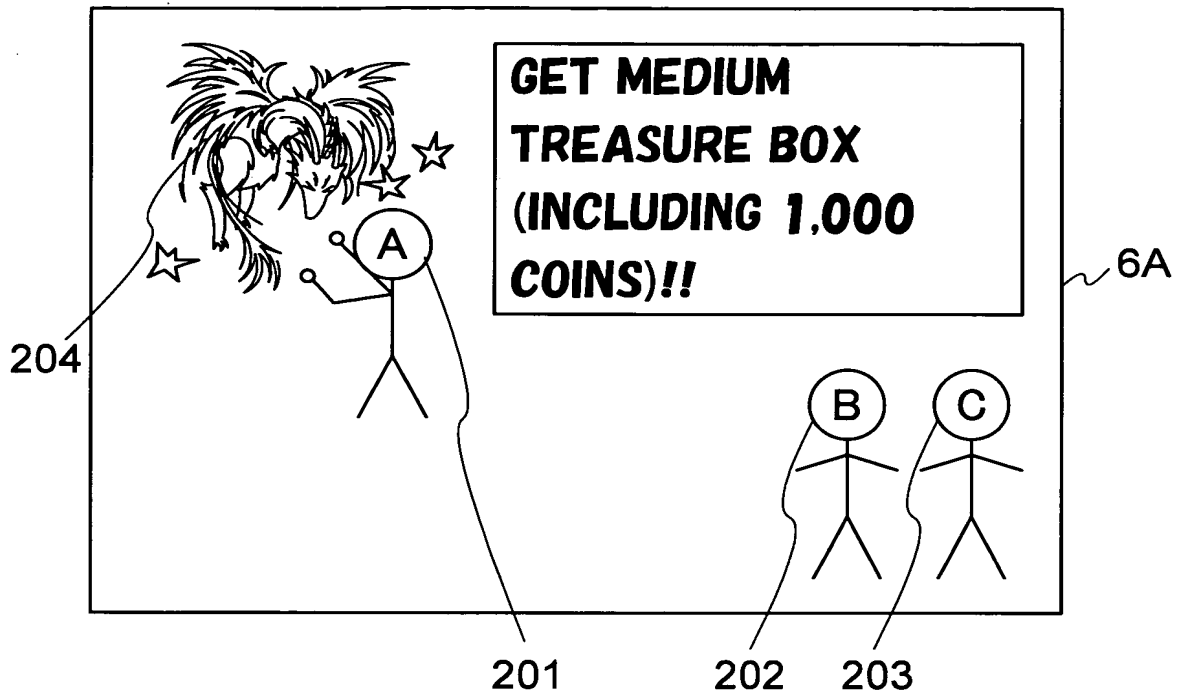


FIG. 21B

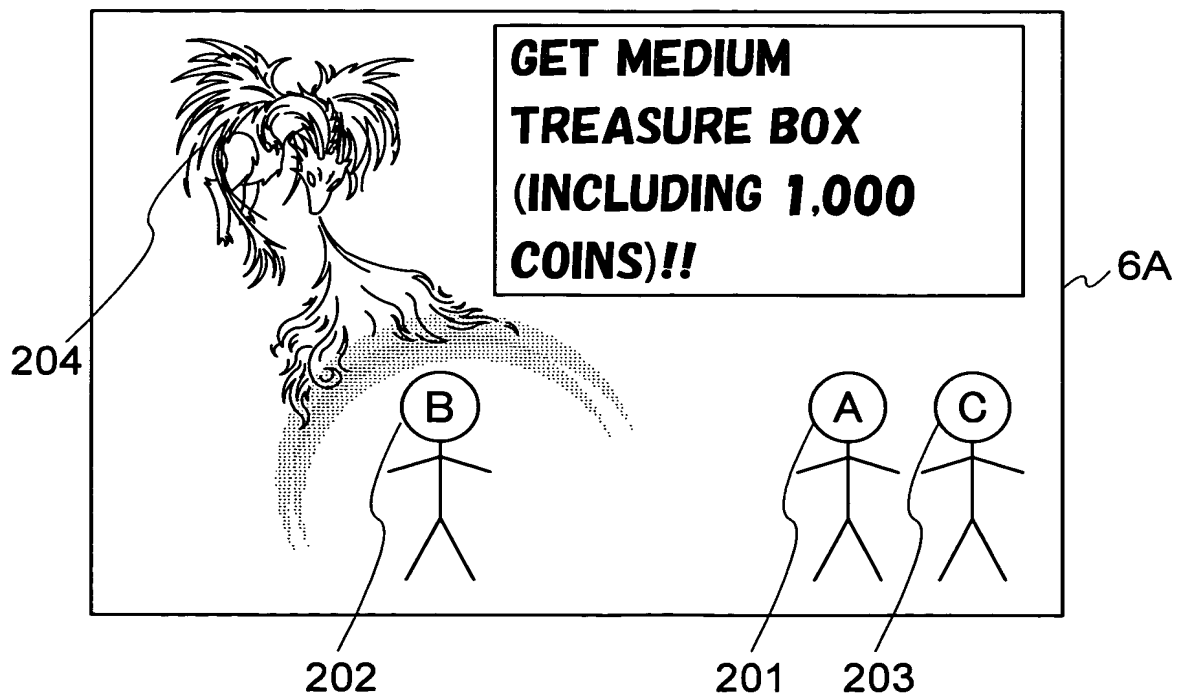


FIG. 22

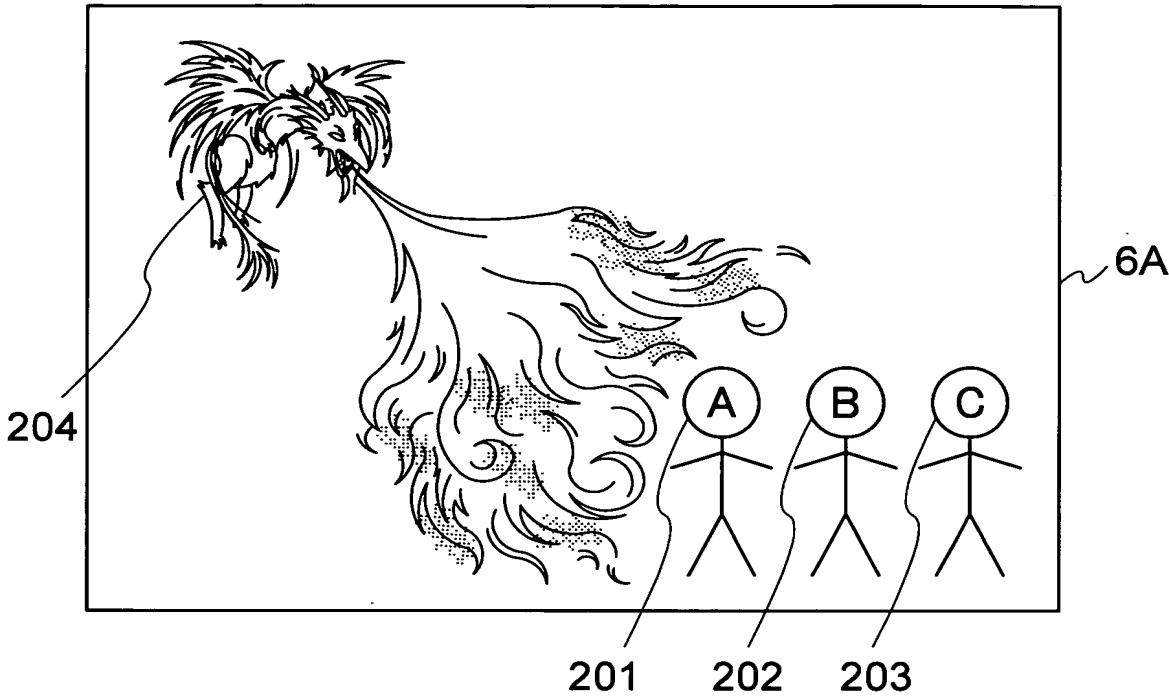


FIG. 23

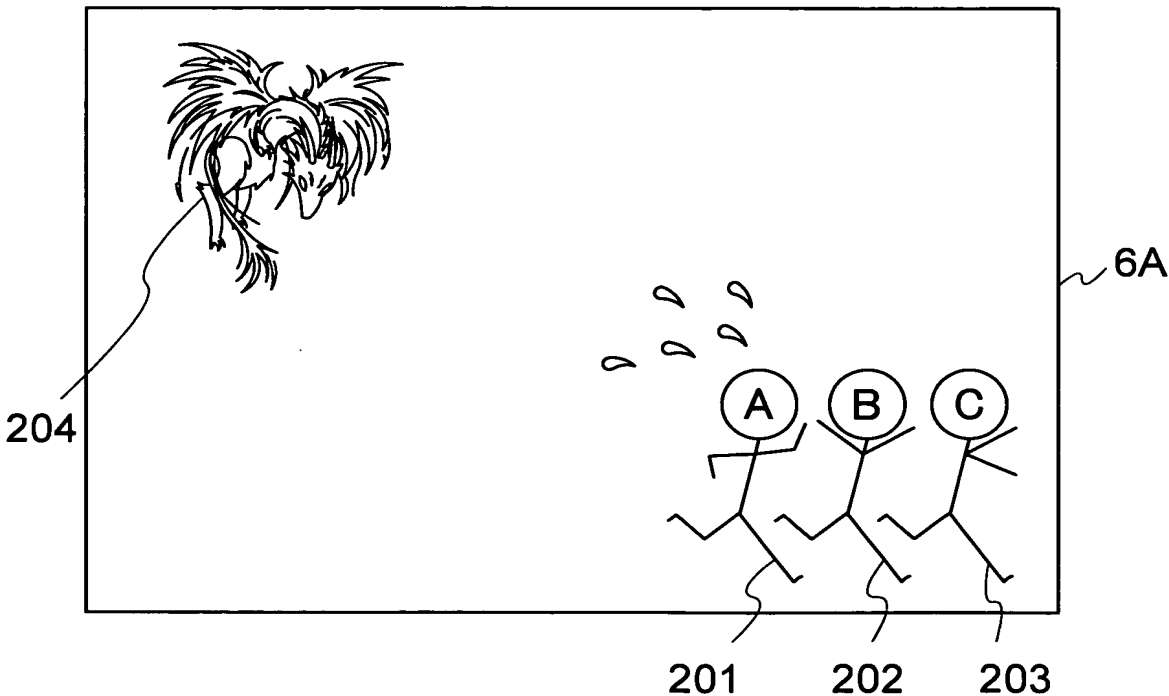


FIG. 24A

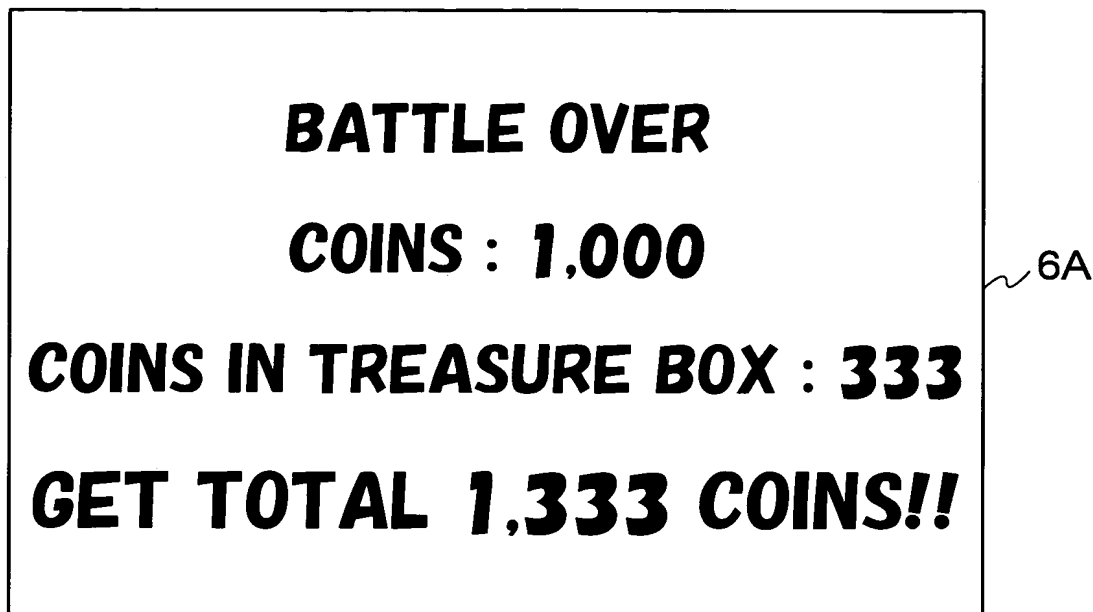


FIG. 24B

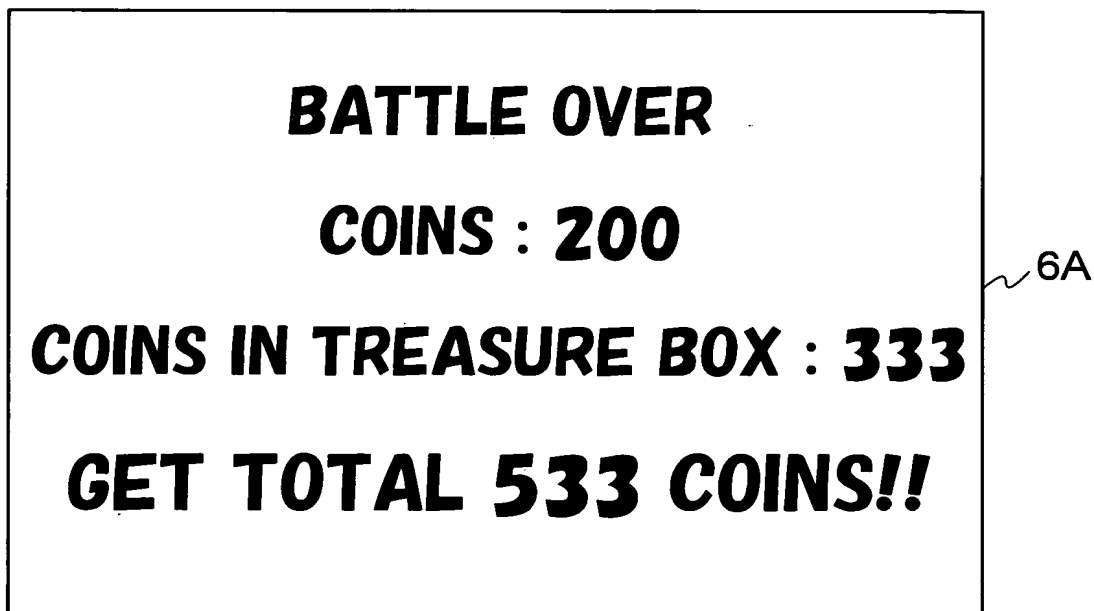


FIG. 25

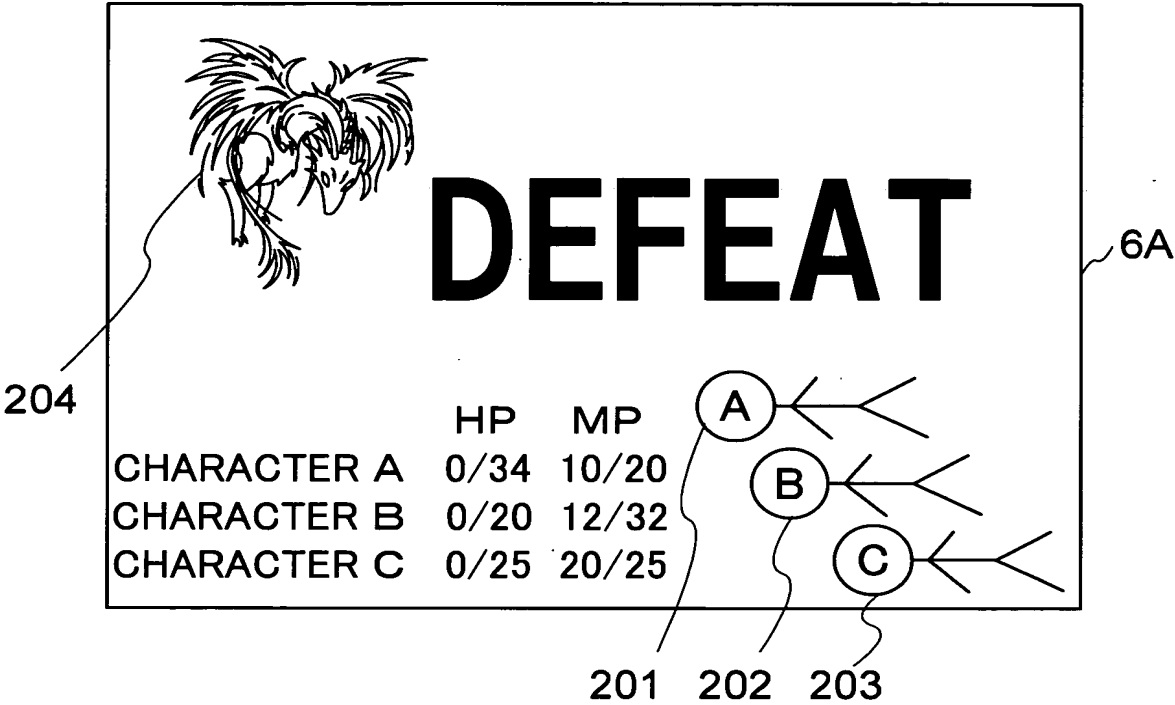


FIG. 26

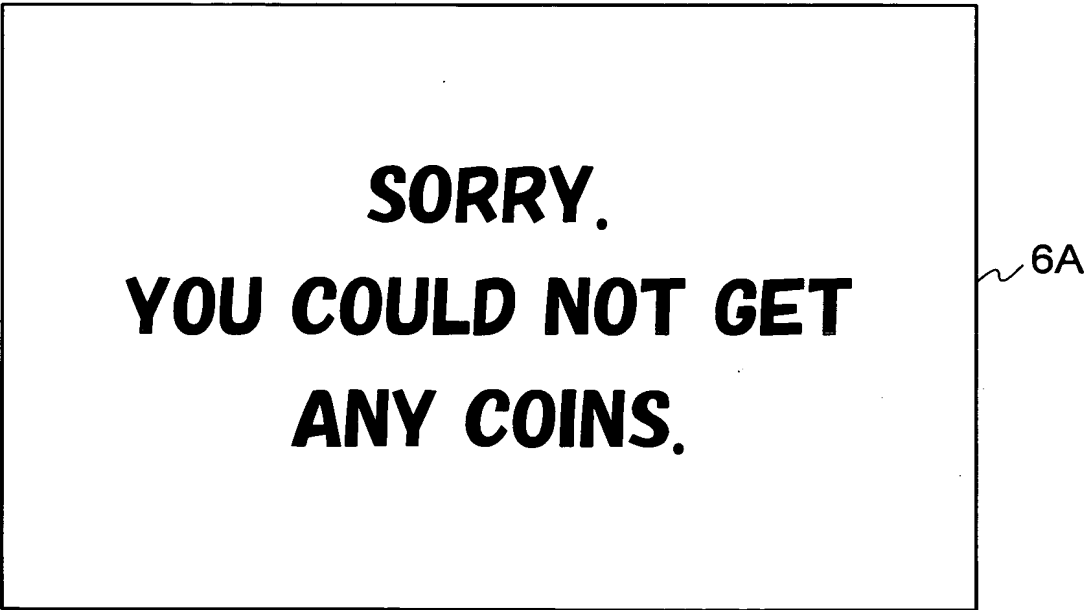


FIG. 27A



FIG. 27B

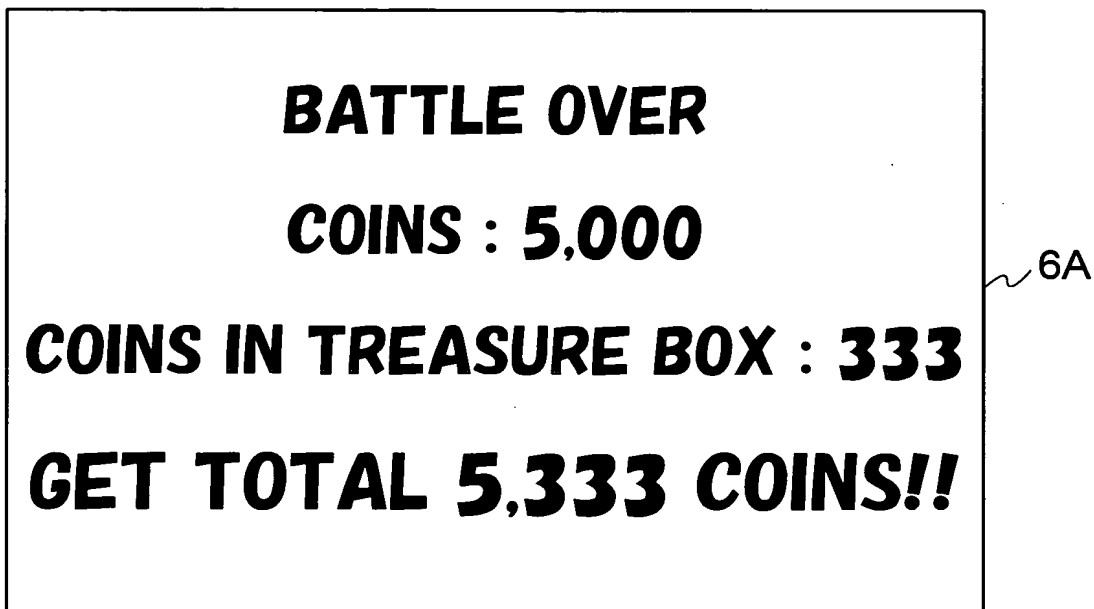


FIG. 28

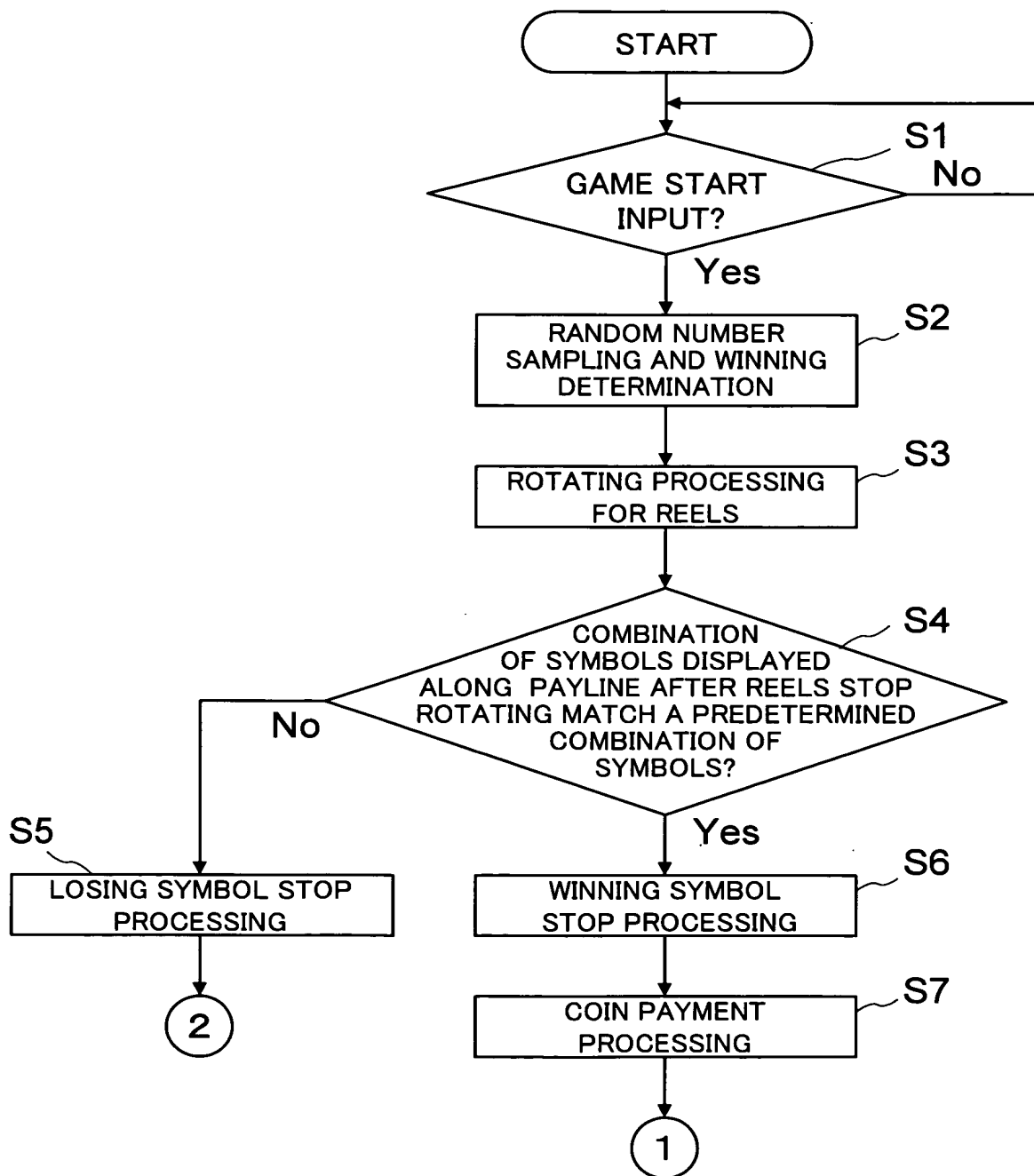


FIG. 29

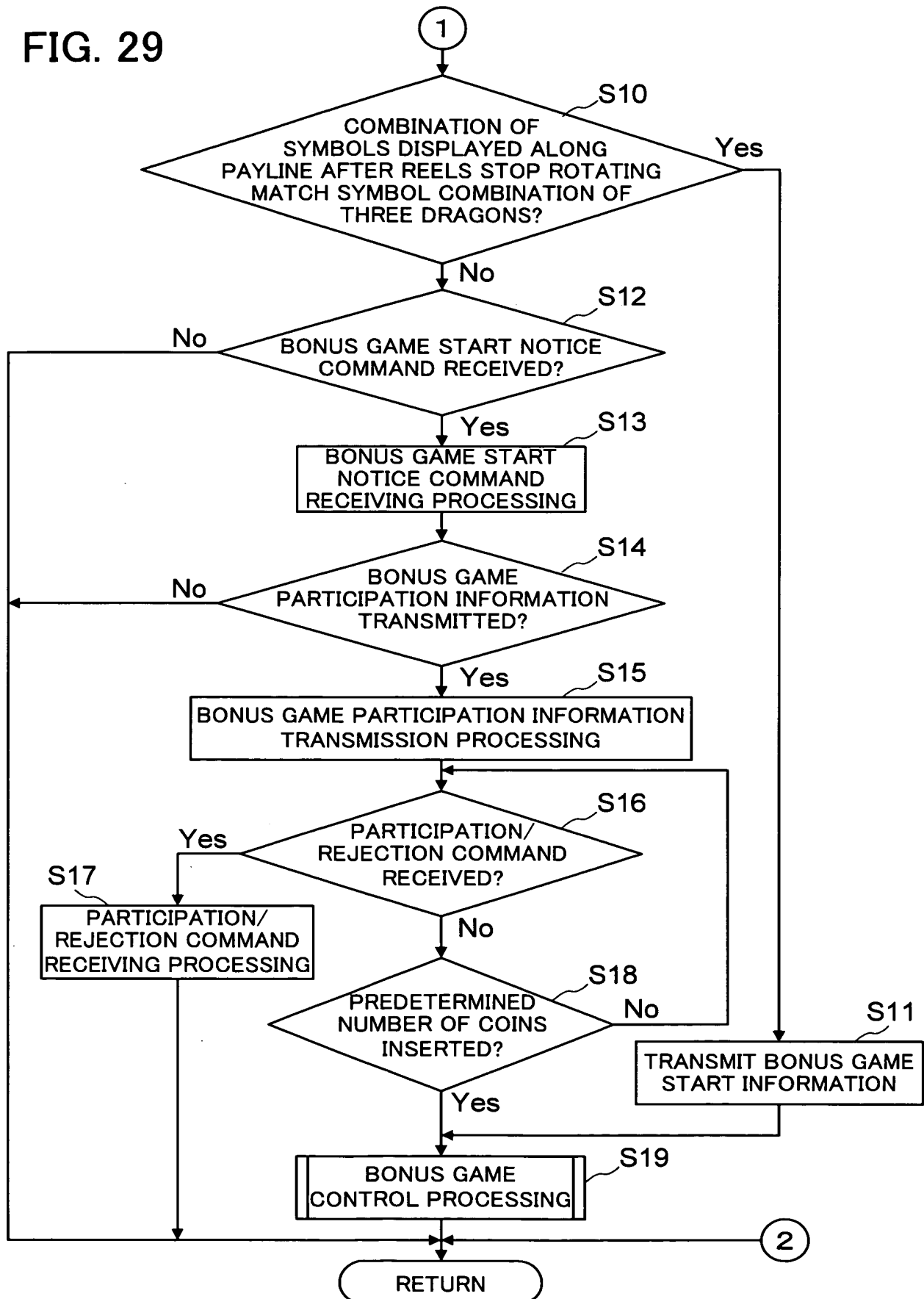


FIG. 30

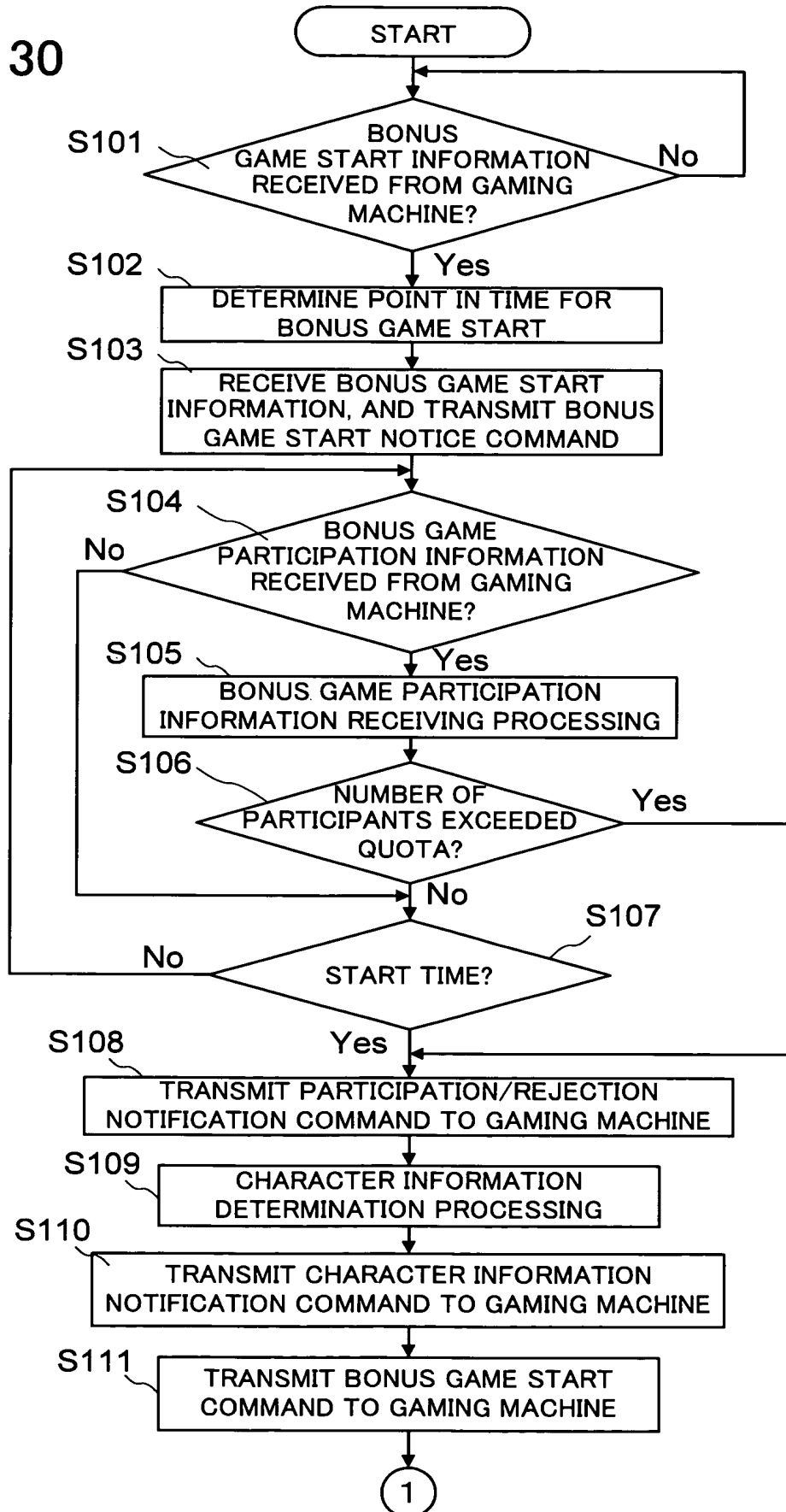


FIG. 31

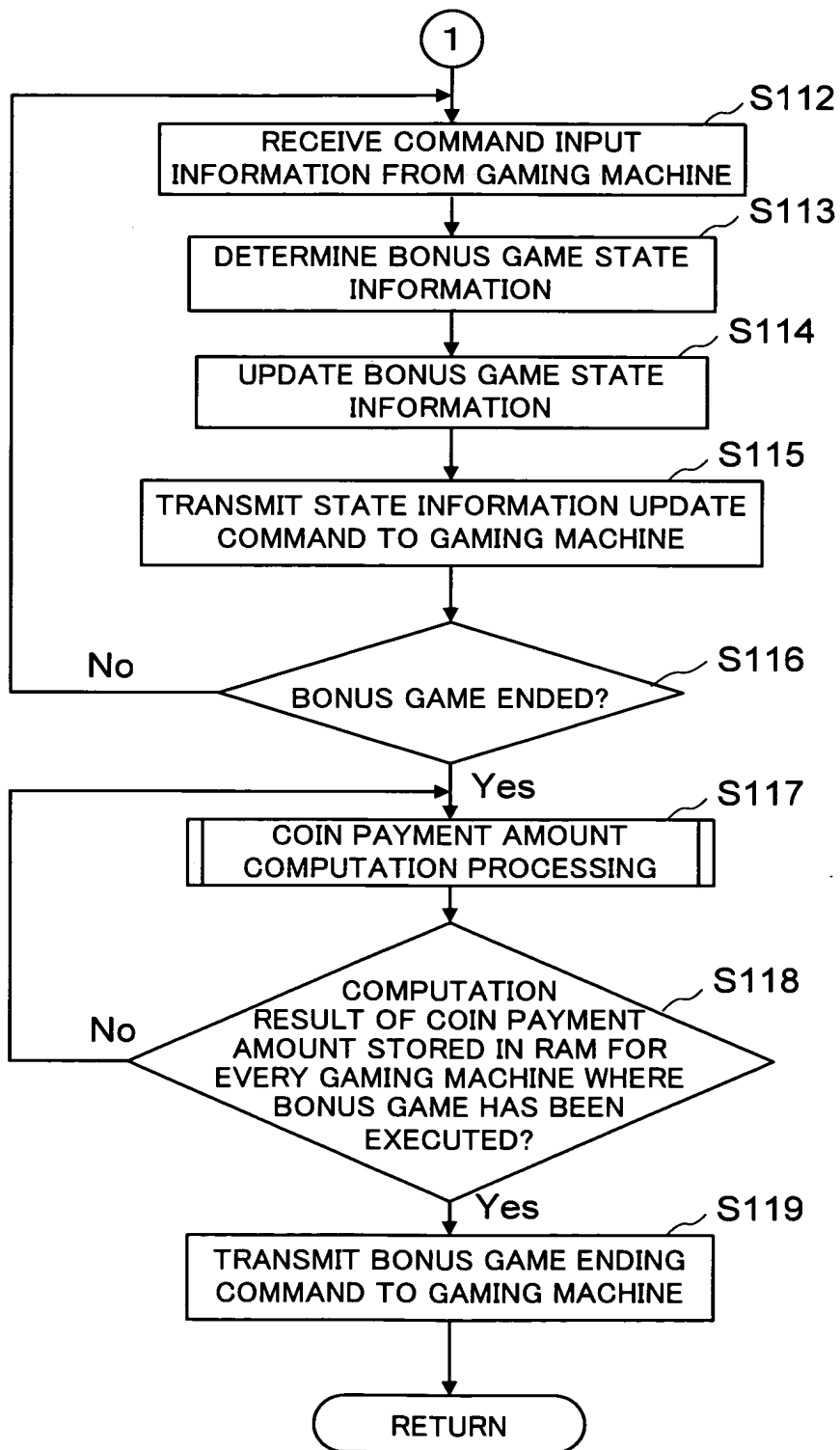


FIG. 32

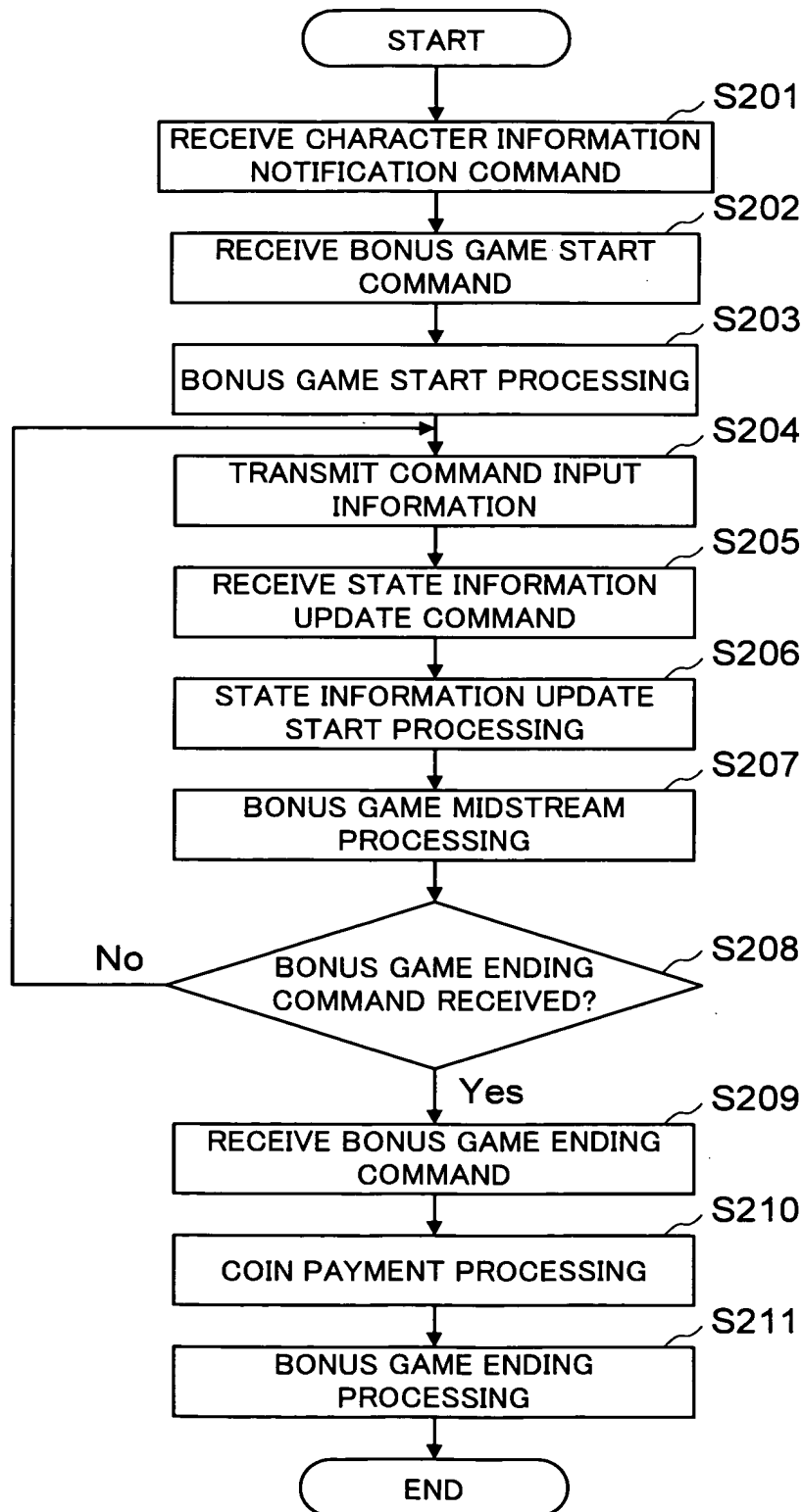


FIG. 33

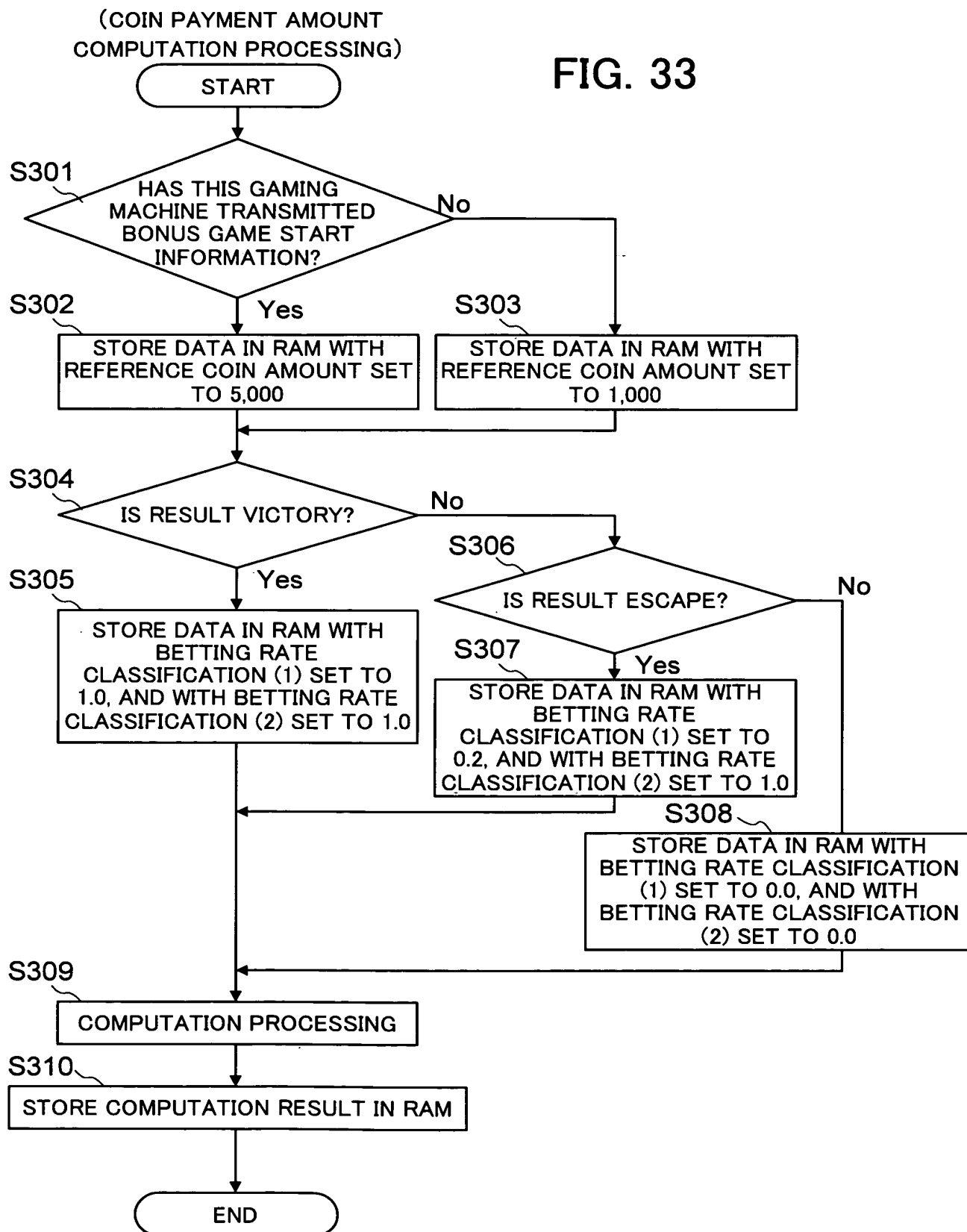


FIG. 34

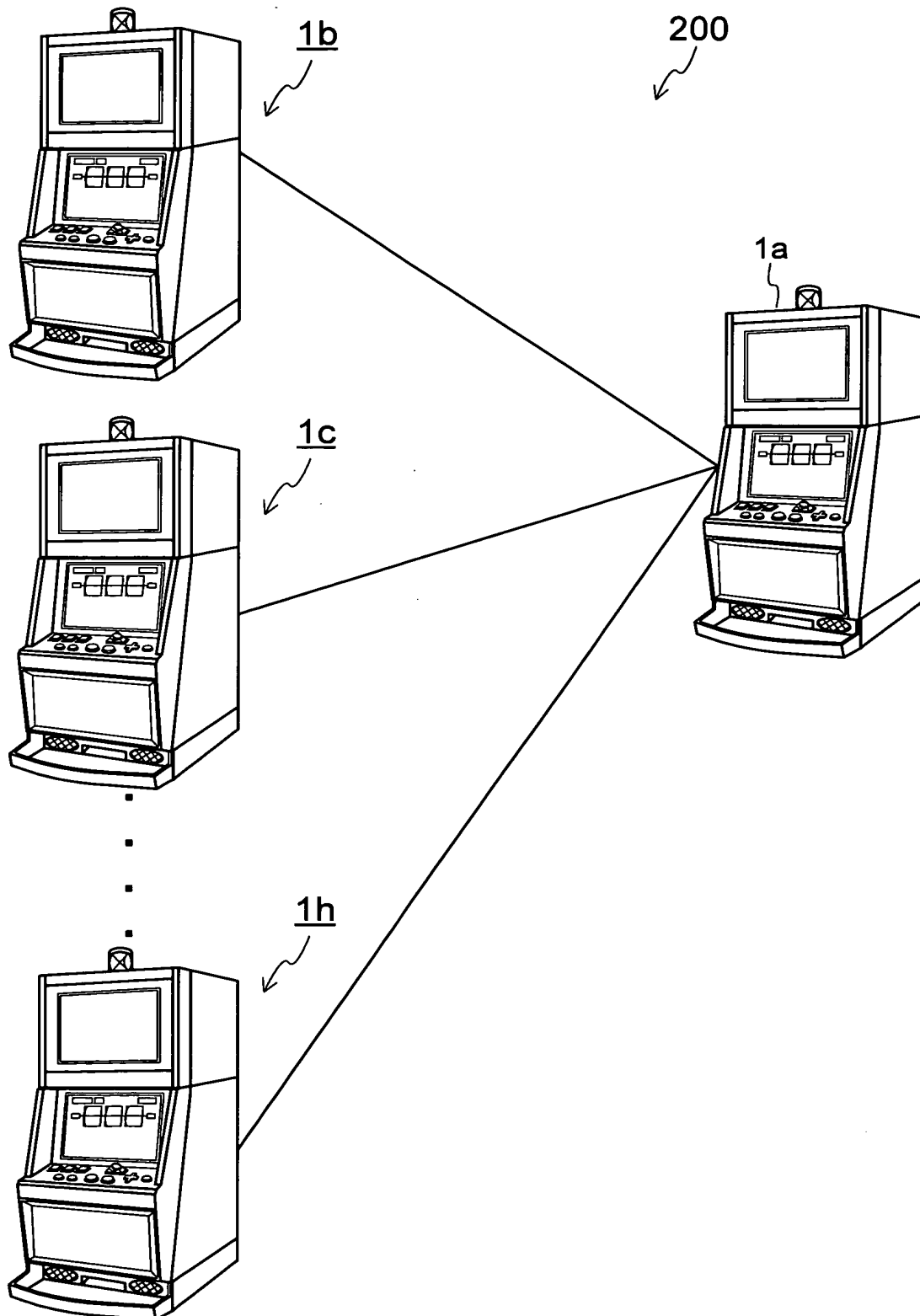


FIG. 35

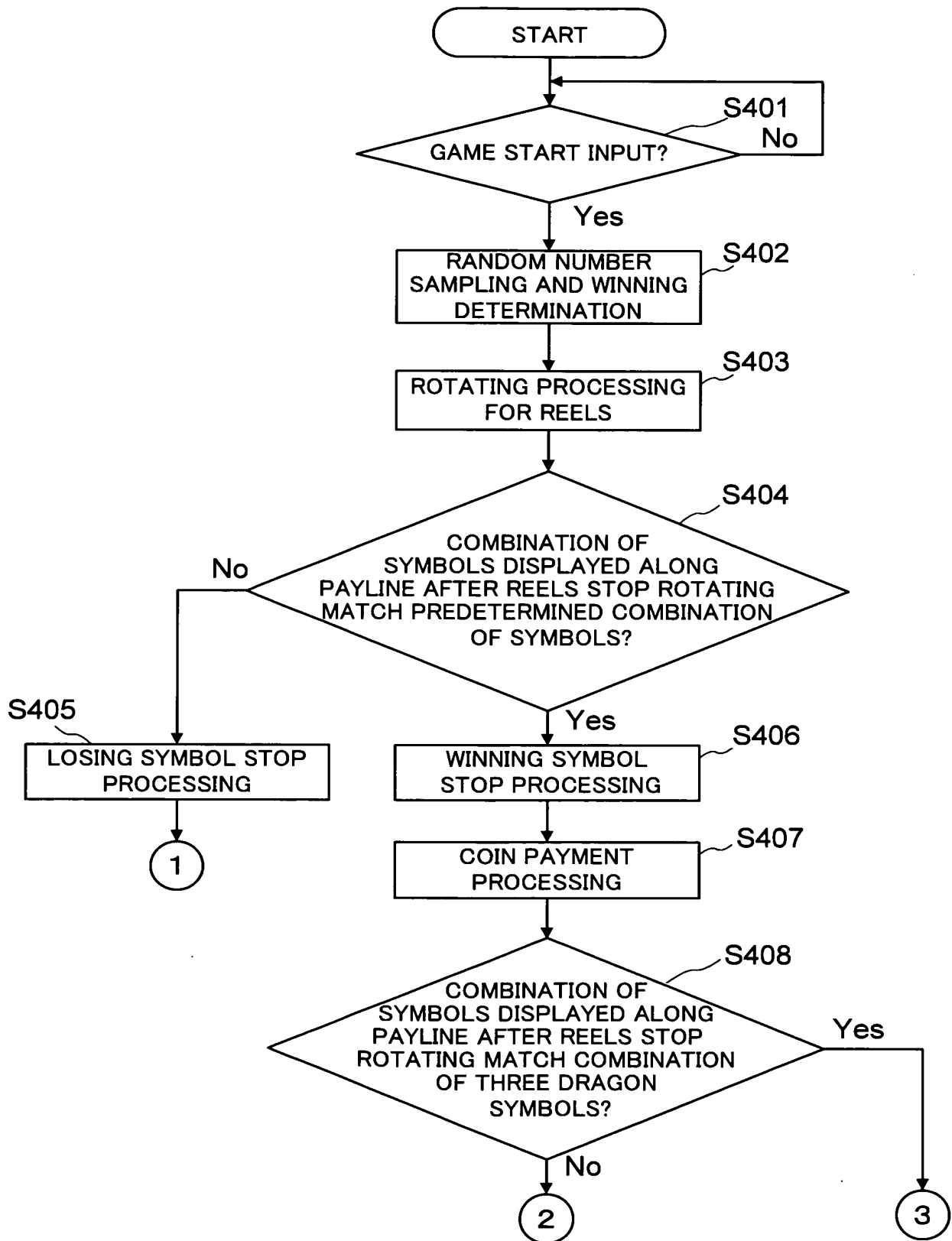


FIG. 36

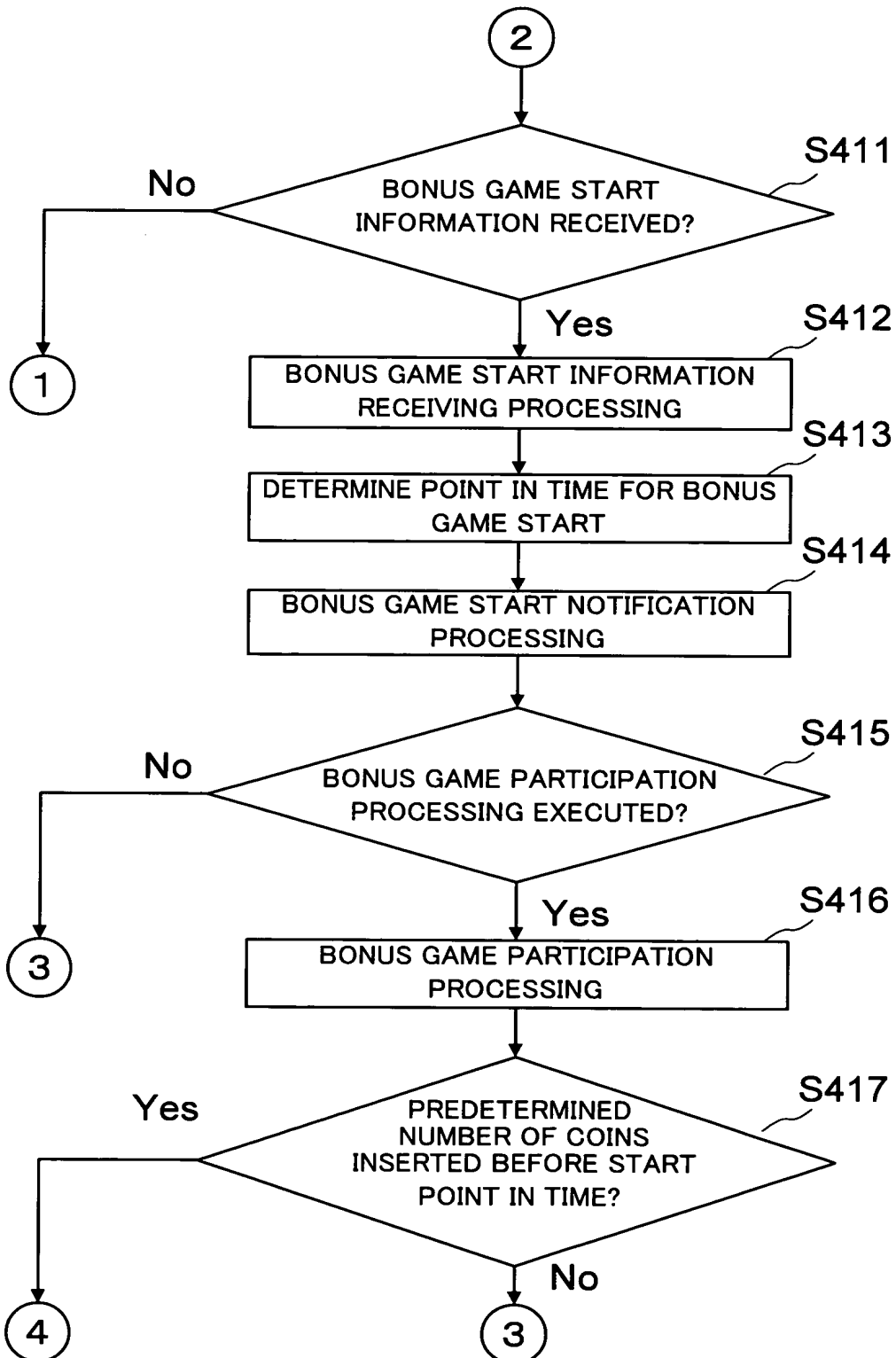


FIG. 37

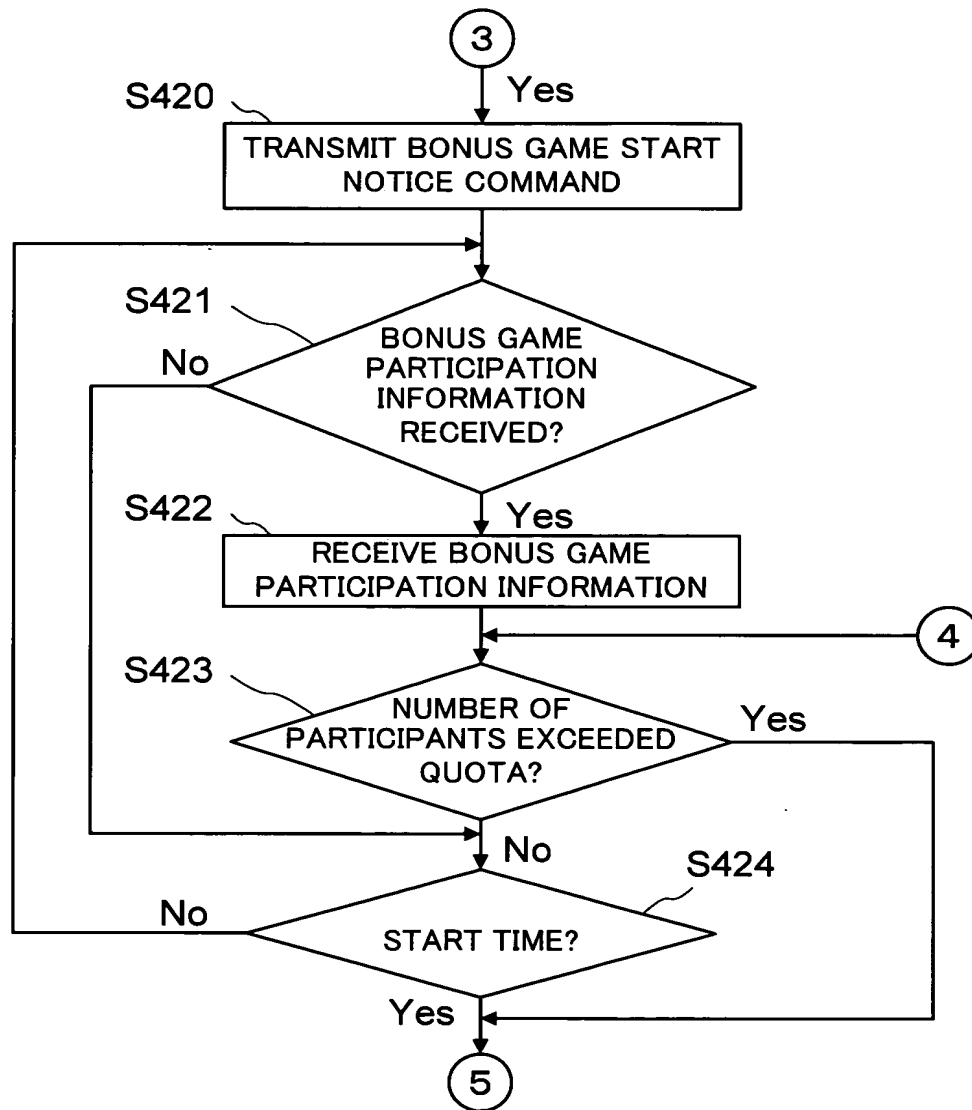


FIG. 38

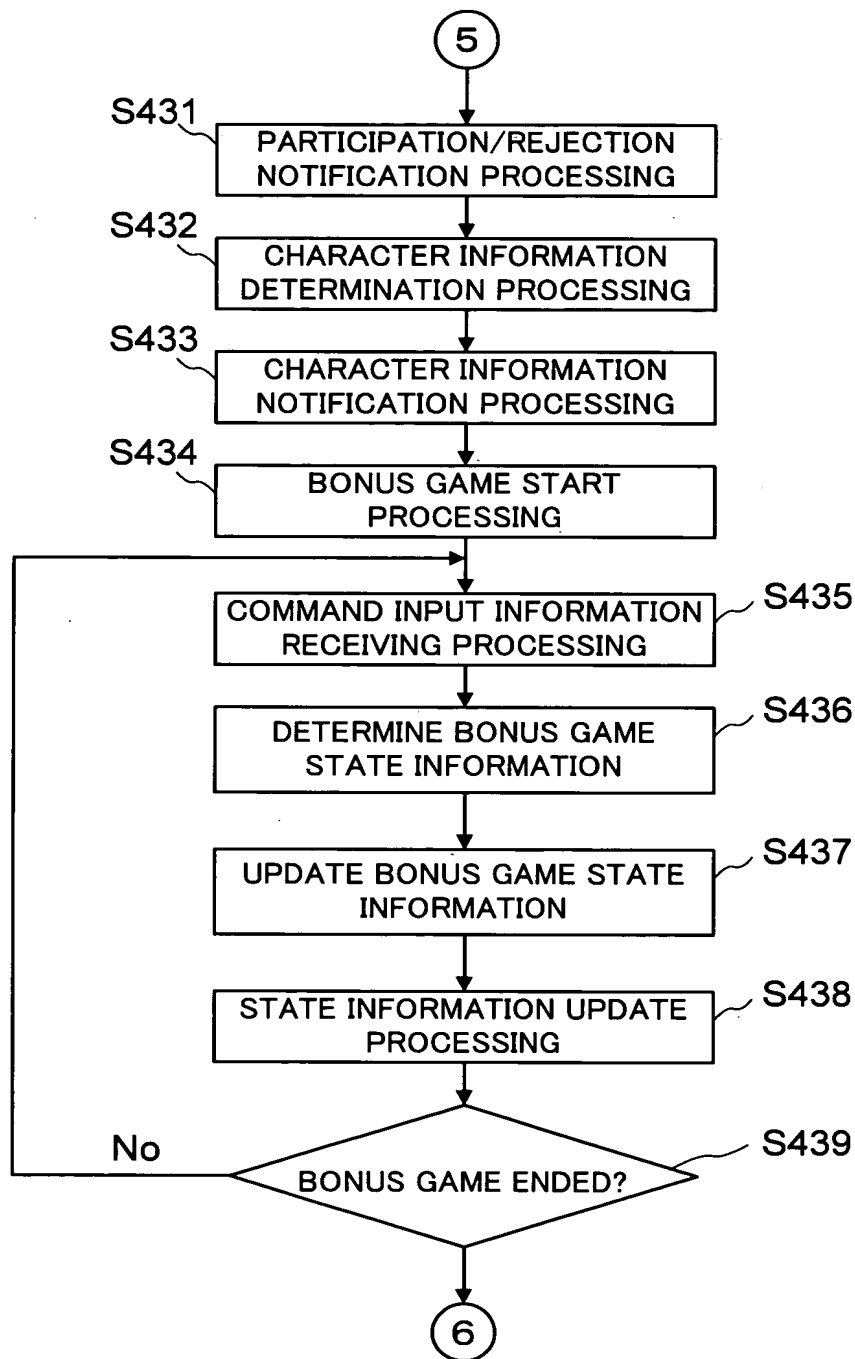


FIG. 39

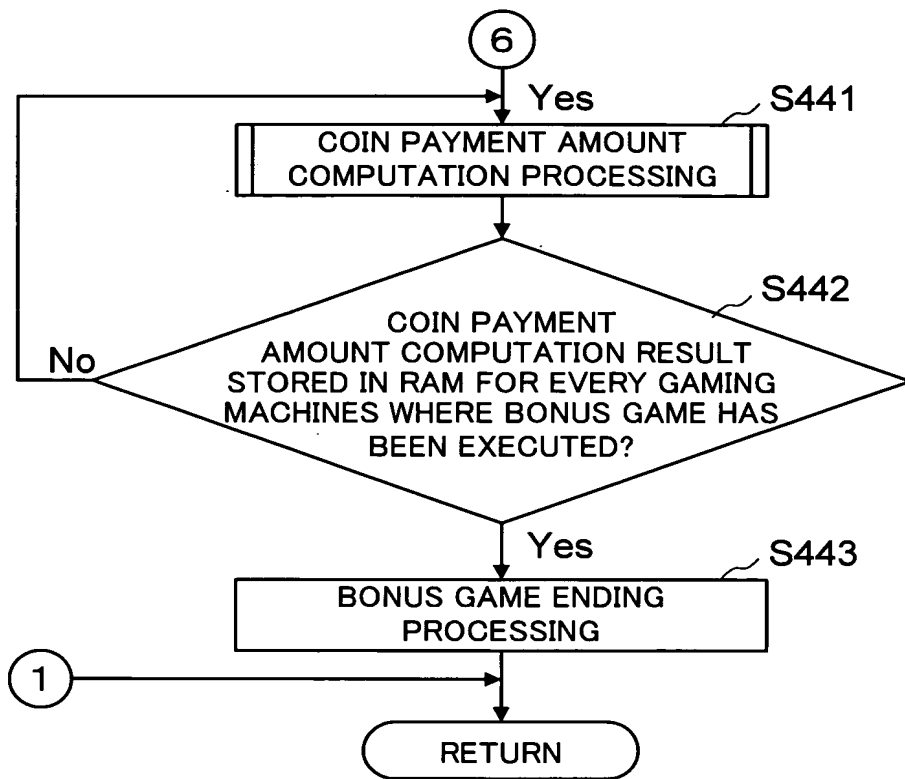


FIG. 40

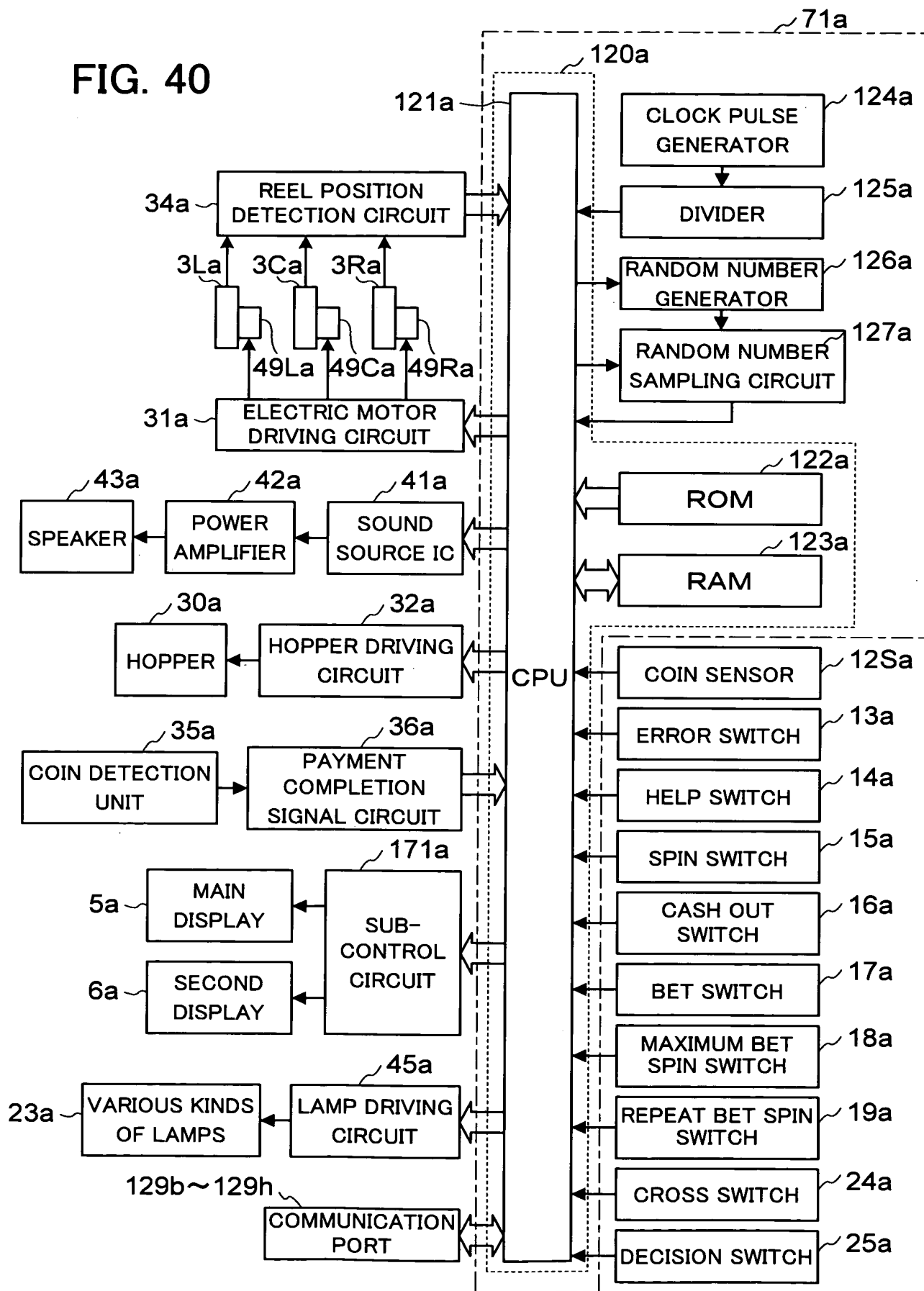


FIG. 41

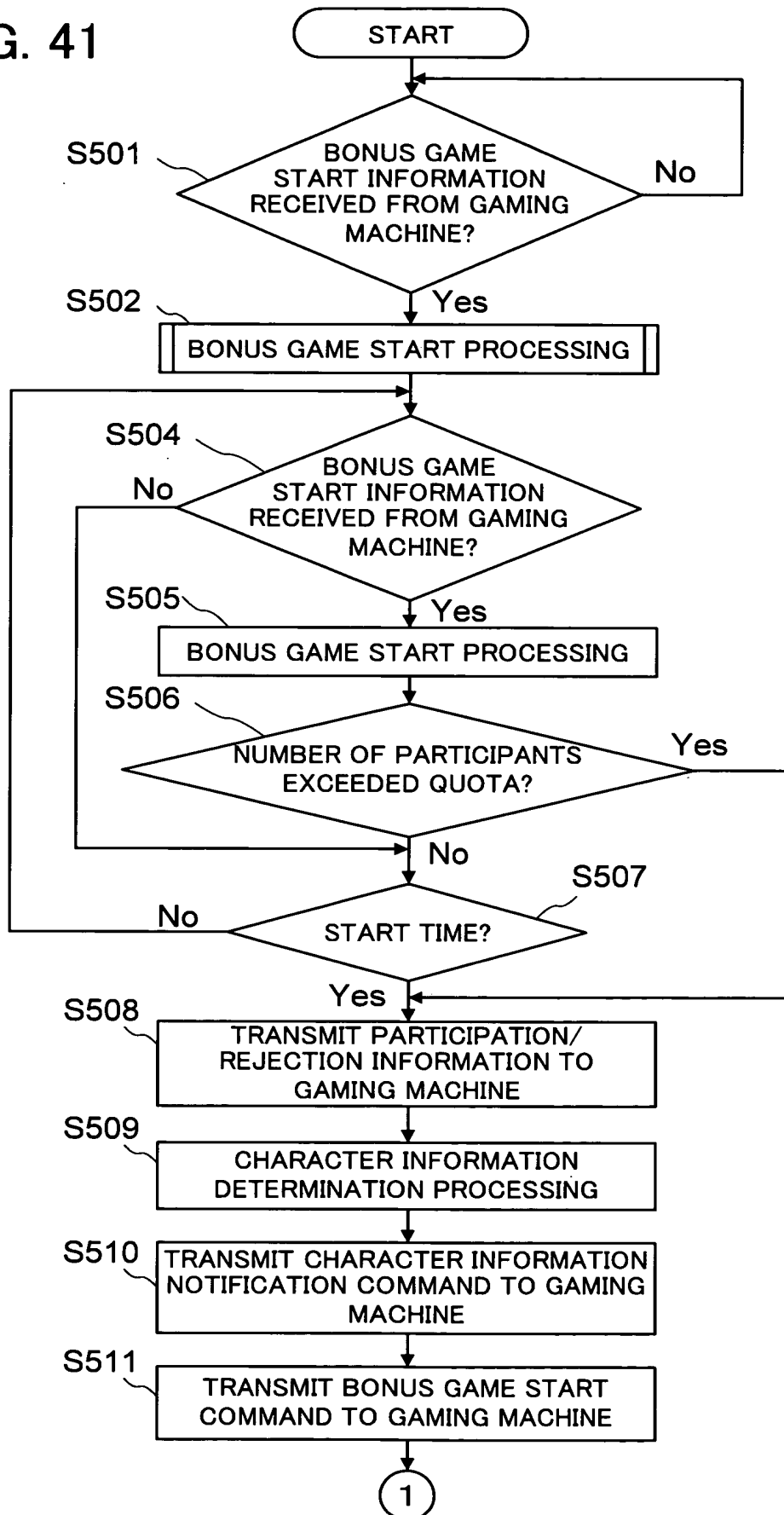


FIG. 42

(BONUS GAME START PROCESSING)

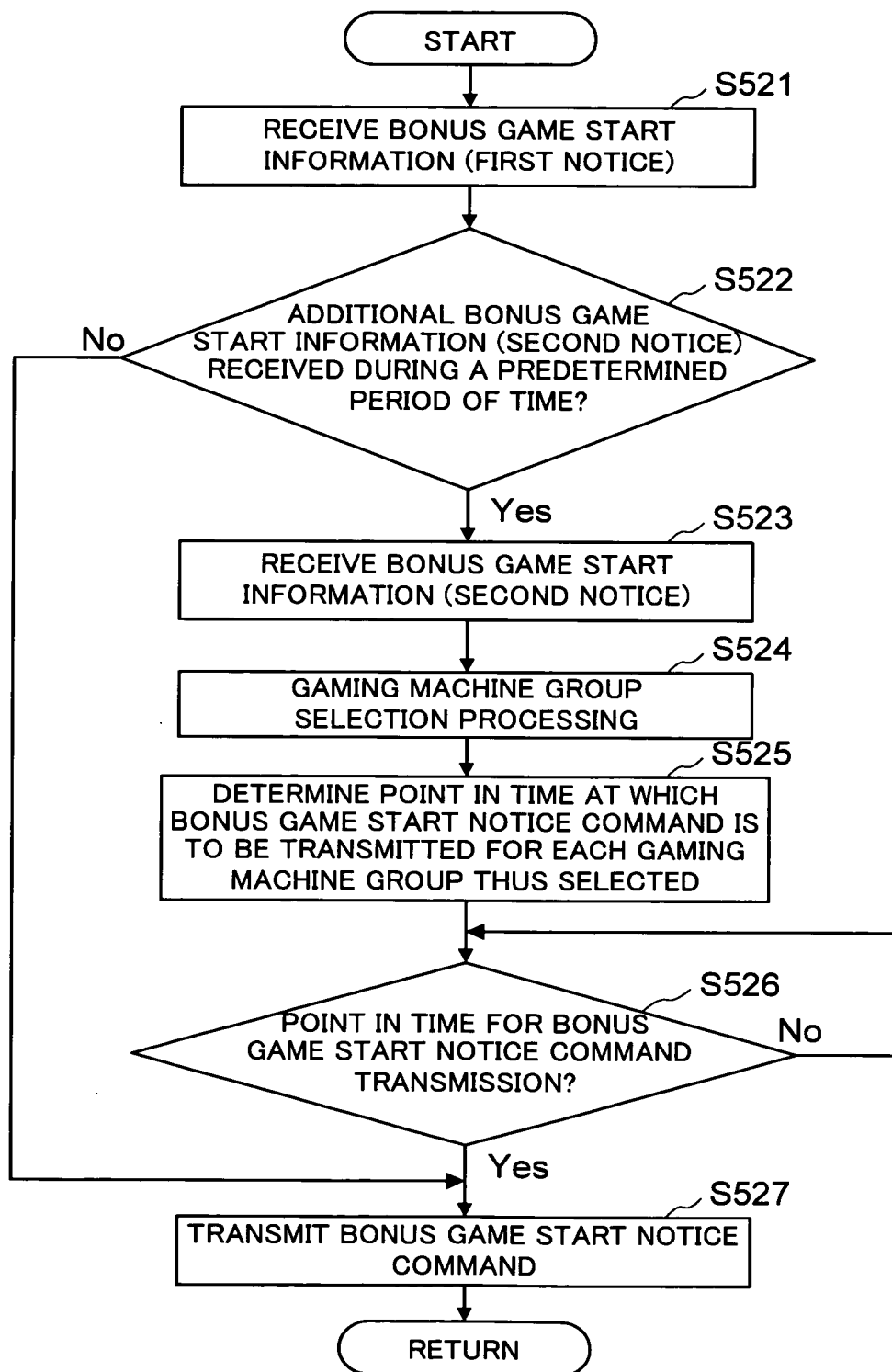


FIG. 43

